**VINEET BHAROT**

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**SUMMARY**

Fall 2021 MCS student at UCI, with **3+ years** of experience in building **highly-scalable, reliable** and **secure backend software**. looking for exciting opportunities as an intern or a part time role, where I can apply myself and further my knowledge and skills.

**EDUCATION**

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| Master of Computer Science | University of California, Irvine | December 2021 |
| Bachelor of Technology, **C.S.E** | National Institute of Technology, Delhi | July 2017 |

**SKILLS**

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| --- | --- |
| Programming/ Scripting | **Python**, **JavaScript**, **C++,** UNIX shell/Bash, **React.js** |
| Databases | **CouchDB**, **MongoDB**, **Redis**, MSSQL |
| Framework/Tools/Engines | **Node.js, AWS**, **Jenkins**, **GCS**, PM2**, Docker**, **Kubernetes**, Django,Flask, Express |

**PROFESSIONAL EXPERIENCE**

**Software Engineer, Ubisoft** May 2019 – September 2020

**Backend Engineer** developed solutions for millions of daily active users and communities to connect and collaborate in **real-time** on local network or internet, ensuring **best** **User experience** given **design and network constraints** for last **1.5 years**.

* Designed and Implemented **in-house** **autoscaling** solution for socket-based servers, able to handle **5 times** concurrent user load as a joint effort between Paris and Pune Ubisoft Studios.
* **Enhanced security** of node servers to prevent **CSRF, CORS and Eavesdropping attacks** by devising and implementing in-house security protocol on proxy protocol headers, Redis and geolocation **IP over Web Sockets and TCP sockets.**
* Decreased player **joining time** by **25%** by optimizing data exchanged in initial connection between client and server.
* Created and Improved features associated with player matchmaking, engagement and gameplay for cloud-hosted platform.
* Updated and Upgraded AWS instances by developing **Virtual Machines**’ vagrant and provisioning scripts, resulting **20 %** **cost-cutting** with help from Global Network Solutions team in Paris and Bucharest.
* Increased logs retention by **50%** by categorizing, consolidating and pruning logs.
* **Boosted 20% performance and reduced cost by 15%** by migrating stateful sockets-based servers to stateless https servers after analyzing architecture and data communication pipelines via Statsd, Kibana, Elasticsearch and Grafana.

**Software Developer, K.T.D.S (Houm Technology Singapore Pte Ltd.)** July 2017 – March 2019

Architected and Engineered parts of core architecture and various application features end-to-end as **Core tech team member**, along with performing initial load testing and deployments.

* Decreased Initial App Load Times by ***6 times*** by prioritizing Replication Protocol for CouchDB (NoSQL DB) in microservice acting as a replication target for CouchDB/PouchDB clients via nano.js.
* Programmed **OAuth2** Server in Node.js following oauth2-server specifications.
* Orchestrated fetching, batching and processing of **Big Data** from various sources (Google, Dropbox, Facebook) in python.
* Developed **highly scalable microservices** on SocketCluster and Celery and hosted on Docker and Kubernetes.
* Deployed and Configured E.L.K stack, graphite (Statsd), Prometheus and Grafana on Kubernetes handling millions of logs.
* Built basic UI for monitoring app in React with Redux and server-side logic for handling chat Messages.

**ACADEMIC RESEARCH PROJECTS**

**Research Internship, N.I.T Delhi:** [**https://vnt-github.github.io/workshop3d/#/edit/geometry**](https://vnt-github.github.io/workshop3d/#/edit/geometry)May 2016 – July 2016

* Created application titled "workshop 3d" allowing user to generate, edit, modify, and texture 3D objects with a team of 3.
* Made framework on Electronjs allowing application to be run on web browsers in both offline and online mode.

**Research Internship, N.I.T Delhi:** [**https://github.com/vnt-github/iot/blob/master/README.md**](https://github.com/vnt-github/iot/blob/master/README.md)May 2015 – July 2015

* Built framework for remotely controlled IoT devices, capable of simulating any device via python scripts.
* Simulated devices such as fan, tank, garage door and lamp communicating with each other and Backend servers.

**ACCOMPLISHMENTS**

**BLOCKIT !:** [**https://play.google.com/store/apps/details?id=com.vnt.blockit&hl=en**](https://play.google.com/store/apps/details?id=com.vnt.blockit&hl=en)March 2013 – August 2013

Developed concept and gameplay for BLOCKIT!, a 2-d puzzler for android, as a side pet project using python and Pygame. Led a team of 6 members and tested game for various android devices and published on google play store.