

Pintu Lal Meena

SOFTWARE ENGINEER

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Work Experience

Amazon SOFTWARE ENGINEER

Feb. 2019 - Present Hyderabad, India

- Spearheaded and directed the technical re-architecture of a unified, multi-tenant payment platform, consolidating proprietary rendering stacks into a federated, plugin-based model. This massive, cross-functional initiative involved leading 6 technical teams and mentoring 12+ engineers (SDE1/2), simplifying collaboration and ownership across teams, and eliminating duplicate code and grey responsibilities. This effort resulted in a 50% reduction in new feature launch effort and significantly improved client onboarding speed.
- Achieved massive performance gains in critical transactional flows, realizing a 90% reduction in P90 Load Latency (from 5s to 540ms). Enhanced platform efficiency and security by streamlining authentication and access controls, drastically improving the experience for users.
- Delivered measurable business growth through enhanced speed and reliability, driving a 7% increase in Conversion and 1.8+% drop in user aborts for Scan-&-Pay, alongside a 7.28% increase in ASR (Attempt Success Rate) for Send Money. Established Instrumentation Guardrails to provide crucial E2E customer journey visibility and detailed BI data
- Designed and executed the migration of separate high-volume services from monolithic architecture to a micro-services based architecture hosted in AWS. Improved P90 latency by 53%.
- Implemented secure storage for iOS phones with high data protection and security.
- Modularized critical service code, resulting in better separation of concerns, enhanced code stability, and increased productivity
- Revamped the testing infrastructure improving the overall reliability of the system and improving developer experience and code stability with automated unit tests, integration tests and regression testing.
- Drove engineering & operational excellence by mentoring junior members on best practices, while improving collective productivity through automating manual tasks (saving ~ 0.5 hour/day/developer) and publishing unified coding standards and run-book documentation.

PicoStone SOFTWARE ENGINEER

Mar. 2017 - Aug. 2018 Mumbai, India

- Designed and implemented a semi-supervised learning algorithm for AC remote training, speeding up the learning process by 62.5% and reducing data overhead by 87.5%.
- Engineered and deployed a secure Over-The-Air (OTA) firmware update feature, including a control dashboard, successfully updating 1000+ client devices with 99.99% reliability
- Led a 3-person team to design and develop embedded products (Polar & IR Stone) using FreeRTOS, with an average of 50% data compression.
- Refactored embedded systems code into reusable libraries to enhance scalability, resulting in optimized performance and improved device reliability/availability by an average of 99.99%. Managed the full development and deployment lifecycle (testing/production) of server and embedded system firmware to effectively distribute server load.

Shaastr DEVELOPER INTERN

May. 2015 - Jul. 2015 Mumbai, India

- Engineered the complete backend registration system, supporting multiple login types (Google, FB, email), privilege-based user controls, and full database/admin panel implementation. Designed a real-time exam scheduling and deployed on Amazon compute cloud (EC2).

Entrepreneurship

Jefto Co-FOUNDER & SOFTWARE ENGINEER

Jul. 2015 - Oct. 2015 Mumbai, India

- As Co-Founder, designed and implemented end-to-end event management platform, including:
* Full-Stack Development: Developed RESTful APIs for dynamic event browsing, registration, and subscription, while ensuring the product was scalable.
* Frontend Engineering: Created a dynamic frontend UI using jQuery and CSS for material design, delivering a highly responsive, app-like mobile experience

Education

IITB (Indian Institute of Technology Bombay)

Mumbai, India

B.TECH IN COMPUTER SCIENCE AND ENGINEERING

Jul. 2012 - Aug. 2017

Projects

- **Social library :** Built a library management system using Java servlet, postgresQL DBMS, HTML, JSP and query language. Users had different levels of privileges and could sign-up, login, add, remove and search for books.
- **Virtual Memory Implementation :** Added VM manager to GeekOS, an operating system kernel. Implemented modules for handling process memory allocation, swap space management and page replacement strategies.
- **MS Player :** Built an android app using recycler view, mediaStore content provider, pager, fragments and other android services etc. Improved app rendering performance by implementing caching. Published on google play store with an inbuilt equalizer.

Skills

- **Technical:** C, C++, Javascript, Sql, Java, PHP, Python, Android development, jQuery, Web Development, React Native, AJAX, NodeJs, Embedded System Programming, Shell Scripting, AWS, Algorithms and Data-Structure, Object-oriented programming , DBMS, Operating System.
- **Technologies:** Amazon Elastic Cloud Compute (EC2), ApiGateway, CloudFormation Templates , Amazon SQS, AWS labmda, Swagger APIs.