ASHI SINHA

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Skills

C++ | C | Java | Python | Android | Artificial Intelligence | JavaScript | NodeJS | React | Spring | MongoDB | MySQL | Git

Work Experience

Amazon Development Center, Chennai | Software Development Engineer **June'22 - June'23**

- Worked on project IAP - aimed to ensure the robust end-to-end working of the In-App-Purchase feature of a 3P developer's app when integrated with Amazon's SDK.
- Contributed to developing software and testing new features, designing, writing unit tests and integration tests, identifying and resolving bugs, and creating technical documentation.
- Spearheaded the implementation of unit tests utilizing GTest, resulting in a 50% increase in code coverage in the codebase.
- Technologies: Java, C++, React-native, Multi-threading.

Amazon Development Center, Chennai | Software Development Engineer Intern **Jan'22 - June'22**

- Implemented a new service from scratch, which takes the list of installed apps on the FireTv device as input and returns the top 5 apps recommended to be deleted.
- Created the service on ECS/Fargate using BONES Cli.
- Identified and resolved 15 bugs in the FireTv codebase, with 12 code reviews and 8 server-side changes, and took the changes to production.
- Technologies: AWS, Java, Android development, Amazon version sets, and build tools.

Microsoft Corporation, Hyderabad | Software Engineer Intern **May'21 - July'21**

- Worked with Bing search team on the project 'Triggering Expansion with Domain graphs' - aimed to improve query-search relevance.
- Grouped 1000+ similar queries through the use of NLP.
- Technologies: C#, Python, Natural language processing (NLP).

Projects

Construction of Parser: Compiler Construction **March'21**

A parser that will take input source code, break it into smaller string tokens, and look for patterns using Python.

- The parser will accept or reject strings depending on whether they adhere to the rules of Context-Free Grammar.
- It will not stop in case of bad input or error due to the error handling mechanisms incorporated.

BlockChain: Cryptography **Feb'21**

An Asset Management system built using Blockchain technology.

- Includes implementation of Data Encryption Standard (DES)
- Incorporated the feature for preserving the blockchain and users after closing the program.

Tic-Tac-Toe Game **May'20**

A tic-tac-toe game responsive web application using HTML, CSS, and Javascript.

- Built the game using the MiniMax algorithm and alpha-beta pruning logic in Artificial intelligence
- Added different features to the game - MultiPlayer, Enabling hints, Different difficulty levels, 4X4 board.

Cab Booking Application **Oct'19**

A cab booking application using Java where users can book a cab or cancel if needed.

- Used Java Swing for front-end and linked to the database of drivers using JDBC connectivity.
- The admin can add and delete drivers from the list and update cab status and driver information.

Education

Birla Institute of Technology and Science, Pilani, Hyderabad, India **2017 - 2022**

- BE Computer Science + Msc Physics | CGPA: **8.17**

Delhi Public School Indirapuram, Ghaziabad, India **2013 - 2016**

- *CBSE (Class XII), Aggregate: 92.8%*
- *CBSE (Class X), CGPA: 10*

Extracurricular Achievements

- Selected as a mentee for the **Codess** - Engage Mentorship program 2020 organized by Microsoft Corporation.
- Volunteer: **National Service Scheme (NSS):** Active member of Computer Literacy Program (CLP) and Tree Plantation Program offered by NSS, 2018 – 2020.
- Taught underprivileged children in the age group of 5-12 years in **Samriddhi School, Vaishali, Ghaziabad** (an NGO in Ghaziabad), coming from neighboring underprivileged areas, 2022 – 2023.
- Secured school rank 2 (silver medal) in **National Science Olympiad (NSO)**, Science Olympiad Foundation, 2014.
- Received gold medal in **Unified Cyber Olympiad (UCO)**, Uttar Pradesh zone, 2014
- **2nd author** in research paper as part of MSc Physics degree : *DOI: 10.1080/00150193.2022.2102832*