



RISHAV AGARWAL

LEAD SOFTWARE DEVELOPER

Head of Product, Tech Lead and a Full Stack Web Developer with 4+ years of experience in building scalable web applications. Loves to be a part of all the stages of software development, from requirement gathering to acceptance testing. Strong communication skills, passionate about teaching and creating an impact in education.

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TECHNICAL SKILLS

HTML CSS JavaScript
SCSS JQuery Docker
ReactJS Redux Cypress
NodeJS ExpressJS Jest
MongoDB SQL Redis
FastAPI CI/CD DevOps
RestAPIs PythonRQ
AWS EC2 ECS S3
Jenkins ELK Gitlab
G Appscript Linux

PROGRAMMING LANGUAGES

JavaScript C++
Python

OVERALL SKILLS

- Full Stack Web Development
- Technical Architecture Design
- Requirement Analysis
- Product Development
- Infrastructure Development
- Data structure and Algorithms

WORK EXPERIENCE

Head of Product @ StrategyCo.Global

SCG

November 2020 - Present

Founding Engineer of Eve (practicewithve.ai) - An AI-powered EdTech platform to help management consulting aspirants practice business case studies.

• Achievements

- Spearheaded the development of the product from the ground up and launched in the market within a year of ideation with a team of just 4 members.
- It has been used by 2000 students till now and around 8000 case studies have been completed.
- Designed and built the infrastructure for practicewithve.ai to be able to handle 500+ concurrent users with a 90 percentile response time of less than 100ms for all endpoints.

• Roles and Responsibilities

- Managed and led the expansion of the team from a solo developer to 6 current members from various fields including software engineering, NLP, and data analysis.
- Built the processes for technical change management, documentation, standard development, and testing practices from scratch.
- Acted as tech lead to plan and develop the core software infrastructure for the product including database architecture design, CI/CD pipelines, application performance tracking, and logging.
- Acted as a project manager by helping the team break down product requirements into technical action items, and plan the sprints using agile methodologies.
- Ideated and led the implementation as the primary developer for 2 internal ancillary tools - Tracey (A web platform to support custom data annotation requirements) and Adam (A web platform to report key usage metrics and communication automation for the operations team)
- Managed the team through all stages of the product development lifecycle including ideation, validation, prototyping, development, and improvement from user feedback.
- Key decision-maker in designing the product roadmap along with the founders.

• Technologies used

- MongoDB, ExpressJS, ReactJS, NodeJs, FastAPI, Nginx, Cypress, Jest, and Locust.
- Cloud services - AWS EC2, ALB, S3, Redis, Azure Cognitive STT. Other tools - Gitlab CI/CD, Jenkins, JIRA, Google Appscript

Senior Software Engineer @ Glider.AI

GLIDER 

July 2018 - October 2020

Glider.AI is a recruitment platform that specializes in technical assessment and interviews.

• Achievements

- Won the hackathon in Glider.AI for creating a slack bot to help streamline common operational activities for the customer support team
- Won the best performance award in Glider.AI for improving the reliability and availability of the application for a major placement drive involving 5000+ concurrent users.
- Improved SEO of candidate side application of Glider and bought it to the first page of Google search results.

ADDITIONAL ACHIEVEMENTS

- Won the Youth Innovation Challenge and was felicitated by the Chief Minister of Odisha. Organized by MSME, Odisha State government.
- Winner of CodeBusters Perception 2016, Inter-college Programming Contest with over 50 teams
- Runner-up in Code n Counter National Level Hackathon by Nagarro. Placed 2nd among 100 teams from all around India.
- Placed among top 60 Nationally in CSI Discover Thinking

EDUCATION

- Bachelors in Technology in Computer Science Engineering (B.Tech CSE).
from
College of Engineering and Technology, Bhubaneswar
2014-2018
CGPA - 8.32/10

• Roles and Responsibilities

- Worked primarily on the candidate platform that lets users take online assessments for a job application
- Sole developer in Kodeval - a technical assessment module to simulate real-world project environments using dockers
- Sole developer for the end-to-end integration of Glider.AI assessments with Bullhorn ATS.

• Technologies used

- Meteor.JS, ExpressJS, NodeJS, MongoDB, and SQL. Python for data science modules including matching engine and proctoring engine

Open Source Contributor @ GSoC



May 2017 - July 2017

Worked in AIMACODE: An organization that manages the code corresponding to the famous book: Artificial Intelligence: A Modern Approach by Stuart J. Russell and Peter Norvig

• Achievements

- Selected for the Google Summer of Code program in 2017, which had a 6.4% acceptance rate (1,318 selections from 20,651 registrations worldwide)

• Roles and Responsibilities

- Developed Interactive Visualizations to demonstrate and explain concepts of Artificial Intelligence present in the book using d3.js
- Implementation of a broad range of AI problems and algorithms (3 chapters) from the AIMA book in Javascript
- A comprehensive report of the work done:
gist.github.com/Rishav159/9b33681a3029c7c930a7c60d4a2aee1e

Convener @ Zairza, Technical Society of CET-B



May 2017 - May 2018

Handled all administrative responsibilities and acted as technical project supervisor for all club projects

• Achievements

- Acquired funding worth 4 lacs in a year from TEQIP for the club

• Roles and Responsibilities

- Organized more than 10 tech events in the college including a 12 hrs hackathon (150+ participants)
- Taught classes on HTML, CSS, JS, Competitive Programming, Python, and Git (Each class had 40-50 students)

EXTERNAL PROJECTS

Doot: Tracks hands gestures and converts them to speech as per Indian Sign Language

- Developed a recorder, Visualizer, Real-time Predictor, and trainer for new students of ISL.
- Performance Analysis of ML algorithms including SVM, KNN, Decision tree, SGD, etc.
- Used hierarchical classification techniques to achieve more than 97% accuracy.
- Used Tornado in Python, Sockets, Scikit-learn ML library, and MongoDB, Leap Motion Device for tracking hands.
- Published 2 research papers in IEEE forums based on the work done.
- Demo Video - https://www.youtube.com/watch?v=g9X_w_clo3Q

ConQuiz: Strategy game involving gamification of education

- Used d3.js to render maps that can be conquered by users.
- Full stack web application with HTML, CSS, Javascript, JQuery, NodeJS, ExpressJS and MongoDB.
- Built a prototype in 24hrs for a national-level hackathon and won 2nd prize.