

SARANSH GUPTA

Seasoned Software Developer bringing 2.5+ years of proficiency in building robust and efficient applications.

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Education

Maharaja Agrasen Institute of Technology

Bachelor of Technology in Computer Science and Engineering
CGPA - 8.7/10

July 2017 - May 2021

New Delhi, India

Technical Skills

Languages: Java, C++, SQL, JavaScript, TypeScript

Frameworks: Google Guice, Kubernetes, Robot Framework, Spring Boot, Angular

Tools and Technologies: Git, AWS, Maven, Jenkins, Grafana, Docker

Other Skills: Data Structures, Algorithm, Jira, Log Analysis, Power BI

Experience

ION Group

Software Development Engineer (Core Architecture Team)

August 2021 - Present

Noida, Uttar Pradesh

ION Platform Manager (Next Age Platform Management Solution)

August 2023 - Present

- Leading the development of a **backend server component** in Java for the ION Platform Manager (IPM), a web GUI facilitating streamlined system administration of the ION Platform, a proprietary microservice infrastructure.
- Engineered a seamless transition from an existing Pub/Sub model to highly efficient message queues, while implementing advanced data caching mechanisms, resulting in an **80% reduction in overall application load time**.
- Improved the overall quality of the product by writing **acceptance tests via Robot Framework**, this was backed by creating an **automated test pipeline** which runs nightly as part of continuous integration reducing manual effort by over **20+ hours**.

ION Daemon (ION's core platform orchestration application)

August 2021 - July 2023

- Developing company's propriety platform orchestration software**, which acts as the heart of ION's microservice infrastructure. My responsibilities include handling **entire software development lifecycle** starting from requirement gathering to development, testing and release management.
- Played a pivotal role in **containerization** of the application, paving the transition from on-premises environments to advanced Kubernetes deployments. This involved making architectural changes to the registration protocol, setting up **automated image testing and release pipelines** via Jenkins.
- Enhanced log-archiving capabilities of the Daemon by enabling self-compression of product logs, resulting in a **reduction of disk space usage by over 20%**.
- Conducted over **six biannual ION technology workshops** for incoming graduates, successfully training more than **300 colleagues** and achieving a feedback rating of 9.4/10
- Resolved **50+ high priority issues** which couldn't be rectified by second-line support team. This comprised of independently analyzing huge logs (100+ GB) and unblocking client's businesses, often driving enhancements to product, if required, within the specified timeline.

IHS Markit

Software Development Engineer Intern

July 2021 - August 2021

Remote

- Learnt and delivered **bug fixes** on IHS's proprietary consensus market prices data retrieval tool 'Totem'. This involved learning angular, creating understanding about the ingestion pipeline and delivering fixes on the centralised dashboard.
- Aided in developing a **Hot-desking application** enabling employees to book their desks prior to coming to the office. Tech stack was mainly based on **Angular and Node.js**, this also supported ability to set up custom rules. (Example: Blocking certain desks, Enforcing Social Distancing, etc.)

Projects

Web based Chat Application | Java, JavaScript, Spring Boot

[Code](#)

- A Web based chat application which helps a user to communicate over the internet via the browser.
- Supports full-fledged client-server interactions, allowing multiple clients to connect and chat with one another.

Phronesis Website | JavaScript, Bootstrap, PHP, MySQL

[Code](#)

- Developed this website for the literary fest 'Phronesis' of my college, the aim was to spread information about events and handle registrations.
- This website was operational throughout the fest duration and handled more than 1000+ hits and 500+ registrations.
- The back-end service was written via PHP using MySQL as the database while the front-end was developed using JavaScript and Bootstrap.