

APOORV SAINI

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EDUCATION

Syracuse University, New York, US

August 2017 – December 2018

Master of Science, Computer Science

- Coursework: Computer Architecture, Design and Analysis of Algorithms, Functional Programming, AI
- Assistant Developer at The Center on Human Policy – Syracuse University
- CGPA: 3.6/4.0

IIIT-Delhi, New Delhi, India

August 2010 – May 2014

Bachelor of Technology, Computer Science & Engineering

- Specialization in Entrepreneurship
- Coursework: Distributed Systems, Algorithms, Mobile Computing, Software Engineering, Human-Computer Interactions, Data Mining, Finance, Entrepreneurship and Statistics
- Member of Editorial team for the ACM Chapter at IIIT-D
- Summer Project Associate, 2014

RELEVANT WORK EXPERIENCE

Boeing, Denver, USA

June 2018 – Present

Software Developer Intern

- Working in Jeppesen team at Boeing on their Core Aviation Mapping Technology
- Architected and developed the scalable cloud infrastructure to bring Jeppesen's Aviation Mapping Software (C2E) from a desktop based C++ solution to a cloud based API service
- Wrote the REST API gateway, Java based server wrapper for C2E's C++ instance and the raster tiles caching layer that will enable C2E to serve the aerospace mapping and transit information to Ground-Control & Pilots at scale and in real-time

Inshorts, Delhi, India

January 2016 – August 2017

Senior Software Engineer

- Developed the Data intelligence platform, capable of ingesting and processing distributed data streams using Kafka, Spark Clusters, Elasticsearch and Druid
- Shipped reliability improvement to the data ingestion pipeline to process ~1 Billion app usage records per day
- Subsequently became the Project Lead for Incharts project
- Developed and shipped the iOS and Android apps as the **Project Lead** of Incharts using React Native, along with end-to-end encrypted communication channels

Smoothie, Tokyo, Japan

June 2015 – December 2015

Founder, Head of Technology

- Developed the hyper-local dating app for iOS and Android that matches users anonymously
- Architected and developed the Pub/Sub backend to enable in-app real-time communication
- Led the Android team for Smoothie in New Delhi while heading the iOS, Backend, operations & marketing in Tokyo
- Shipped the real-time chat and in-app video calling features for both iOS and Android apps
- Raised seed funding from angel investors including the President of DCM Ltd. & ex-Director of Bessemer Venture Partners

Hikari Tsushin Group, Tokyo, Japan

October 2014 – May 2015

Full-stack Software Engineer

- Joined their Venture Capital arm and worked with their portfolio companies' inter-disciplinary teams as the full-stack developer
- Worked in the E-Park Tech division and led the development of their iOS application for online reservation system for restaurants throughout Tokyo

Wizters, New Delhi, India

June 2013 – September 2014

Co-founder, CTO

- Co-founded the anonymous social network and developer platform for apps requiring anonymity for users
- Developed apps for web and mobile platforms including Android and Windows Phone
- Spearheaded development of complete technology stack for Anonymity Platform for Developers
- Raised seed round of \$30,000 from 2 angel investors later in 2013
- **Underlying technology was acquired by DCM Ltd. in 2014**, following which I served as the CTO of the company

SELECTED PROJECTS

Newton

2015 – Present

An RTC and Data-Sync engine. Wrote the JS, iOS and Android SDKs. As a derivative and underlying technology of Smoothie, it sparked acquisition interests from a few companies. Currently working on making it Open Source and perform better on smaller clusters.

Technologies: Node.js (previously on RoR), Faye, Redis, JS, Objective-C, Java, MongoDB

Haptic VR

2017 – Present

An effort towards pure immersive VR that aims to bring haptic/touch feedback to VR. Currently working on the Haptic Feedback Script, which enables the hardware (built using Arduino) to receive the intensity and area from the VR video currently being played on the user's smartphone. Currently only supporting the Google Cardboard & Daydream Platforms

Technologies: C++, Arduino, A-Frame

Sideline '18

2018

A multiplayer real-time football manager game (open-source). Built using Electron and PubNub and server-less architecture. Source code can be found on Github: <https://github.com/apoorvsaini/sideline>

TECHNOLOGIES & SKILLS

- JavaScript, Python, Java, C/C++, C#, Objective-C, PHP, Haskell, HTML5, CSS3
- React JS (Redux), React Native, Spark, Hadoop, Ruby on Rails, Node.js, Flask, Mongo DB, MySQL, Redis, Elastic Search, Kafka, Kinesis, DataProc, BigQuery
- AWS, Google Cloud Platform
- Project Management, SCRUM, SDLC Management

AWARDS & PUBLICATIONS

PUBLICATIONS

- **Samekana**: A browser extension for including relevant web links in issue tracking system discussion forum
20th Asia-Pacific Software Engineering Conference (APSEC), 2013

AWARDS

- **Student Startup Madness 2018 (SXSU)**, Reached the round of top 64 student startups in the US
- **National Cyber Olympiad**, Gold Medal, 2008 & 2009 consecutively
- **Facebook FBStart program**, induced twice (2015 & 2017)

Major Works and Projects: <http://apoorvsaini.me>