PRINCE SINHA

SOFTWARE DEVELOPER

EDUCATION

University of Engineering and Management Bachelor's in Technology Computer Science 2018	2014 - 2018
S.K.S Public School CBSE Science 2013	2011 - 2013
St. Vincent's High and Technical School	2010 - 2011

EMPLOYMENT

Postman Inc, Software Engineer, Benagluru, India

May 2020 - Current

- Built features for Mock Server's on Artemis (Postman on web).
- Added real-time events support for 'Mock Server' tabs and sidebar.
- Implemented real-time events support for Mock Server call logs.
- Implemented 'Move mock server to workspaces', feature.
- Decreased latency for API schema sync to Github by 100ms.

Pickmysolar.com / Solar.com, Software Developer, Hyderabad, India

Dec. 2018 - Current

- Building a scalable backend for Solar.com using micro-services architecture while maintaining an existing Monolith application.
- Built a micro-service in Laravel to calculate incentives for a user, reduced response time from 2s to 200 ms by implementing query caching with Redis.
- Built a micro-service to generate bids using Laravel, backend to support Solar.com, did the setup for automated deployment using Jenkins on AWS EC2 instance.
- Implemented ACL authorization and authentication in a Laravel based micro-service.
- Developed a number of features for solar.com and pickmysolar.com backend dashboard.

Urbanhands.in, Co-Founder and Developer, Kolkata, India

Dec. 2016 - Nov. 2018

- Built a PWA for urbanhands.in, a service marketplace for tier 2 and tier 3 cities in India.
- Built using Laravel and Vue.js, hosted on AWS EC2 instance.
- Did On-page SEO, Off-page SEO for over a year. Currently, the site gets 2500 unique visitors per month organically.

PROJECTS

QEats (Backend for a food delivery app)

Dec. 2019 - Feb. 2020

- Built a distributed, high availability Java backend for a mock food ordering app using the Spring framework for Java as a part of Crio PDP program.
- Tested for performance using JMeter.
- Implemented Caching to reduce latency.

HAWKEYE Aug. 2018

- Built a Human Gesture recognizer android app to identify 6 gestures like winking, smiling, walking, lying down, angry, laughing for Final Year Project.
- Built using TensorFlow for Poets Library for Machine Learning and Java.

BUBBLE BURST (Match 3 game)

June 2016

- Built a Match 3 game using C# in Unity 3D, implemented game logic.
- Match 3 games are simple puzzle games where the player is asked to pair three or more identical items on a tiled game board, popular modern variations include Candy Crush and Bejeweled.

SKILLS

TECHNICAL SKILLS: Java, PHP, Mysql, Nosql, Redis, C++, Vue.js, Nuxt.js, JavaScript, Spring, AWS,

NodeJS, NextJS

TOOLS: PHPSTORM, INTELLIJ, GOLAND, GIT, JENKINS

SOFT SKILLS: Teamwork, Leadership, Communication, Curiousity, Self Discipline, Time Management

AWARDS

Bronze in Hackerrank Week of Code 26, Week of Code 28, Hackerrank.com

2017

- Won Bronze in Week of code 26 and Week of Code 28 out of more than 10000 participants.
- Week of Code is an online coding competition conducted by Hackerrank.com.
- https://www.hackerrank.com/vishal_prince30

First Prize in Debugging Contest, University of Engineering and Management, Jaipur

2017

• Won First Prize among 90 participants in Debugging Contest held on the occasion of Techutopia 2017.

Second Prize in Coding Contest, *University of Engineering and Management, Jaipur*

2017

 Won Second Prize among 100 participants in Coding Contest conducted by ACM college Chapter.

ACTIVITIES

Acting 2016

 Acted for a short film "The Raid" which was nominated in All Lights India International Film Festival, 2016

Body Building / Resistance training

Oct. 2019 - Current

 Went from 59 kg with 15% body fat to 73 kg with 11.2% body fat in 4 months without supplements.