

Raman Shrivastav

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SUMMARY

Software Engineer with 3+ years building production backend systems and APIs at scale (JioMart, Tira) – search, catalog, pricing, and personalization for e-commerce platforms serving millions of products. Experienced integrating third-party platforms (Algolia, Google Retail Search) into experimentation and recommendation workflows, with a track record of owning projects end-to-end and using AI-assisted tooling to improve engineering velocity.

TECHNICAL SKILLS

- **Languages:** JavaScript, TypeScript, SQL, C++, C#, Kotlin, Python (working proficiency)
- **Backend & Data:** Node.js, Redis, Kafka, MongoDB, REST/GraphQL APIs, Microservices, Event-driven pipelines
- **Frontend:** Vue.js, HTML, CSS
- **Cloud, DevOps & Tools:** Azure DevOps (CI/CD), Docker, Git, Postman, Google Cloud (Retail Search API), Algolia
- **Practices:** Data Structures & Algorithms, OOP, API Development, A/B Testing & Experimentation, AI-assisted development (Copilot/Claude)

EXPERIENCE

Fynd – Jio Commerce Platform

Feb 2023 – Present

Software Development Engineer II

Noida, India

- Own and maintain backend APIs for product search, catalog, and custom user content powering Tira and JioMart, serving millions of end users.
- Designed and built PLP (Product Listing Page) and trending-query APIs on Algolia, driving core search and listing functionality across two production platforms.
- Improved Algolia extension API performance by **70%** by replacing legacy implementations, directly reducing search latency at scale.
- Led integration of Google Retail Search into JioMart and Fynd to power product recommendations and conversational search – an experimentation and personalization workflow spanning backend, data, and analytics.
- Built cron-based event pipelines syncing user behavior (searches, add-to-cart) to Google Retail Search for downstream analytics; designed a zone-wise dynamic pricing system for JioMart.
- Spearheaded a Redis migration to consolidate session and autocomplete databases with zero downtime, improving system reliability and maintainability.
- Use CI/CD pipelines (Azure DevOps) and Git-based workflows for release management; adopt AI-assisted coding tools to speed up implementation and code review.
- Built the "Ready Player Me" extension, integrating personalized avatars into gaming platforms.

Fynd Academy

Aug 2022 – Nov 2022

Game Developer Trainee

Remote

- Built an open-world survival game and led development of two other titles (Fruit Dart UI/mechanics revamp – most-played game on the Frolic app; Astro Block Buster gameplay and image-based level automation).

PROJECTS

AndroidCCTV – Continuous Surveillance Recorder

Kotlin, Camera2, OpenGL ES 2.0/EGL, MediaRecorder, Google Drive REST API

- Built a foreground-service recorder capturing continuous 1440x1080 video in 60-second segments with automatic rollover, auto-uploading each segment to Google Drive via the Drive REST API.
- Implemented a custom OpenGL ES 2.0 / EGL pipeline (Camera2 → SurfaceTexture → GL composite → MediaRecorder surface) to burn a per-second timestamp into the encoded pixels, surviving download and re-encoding rather than being a UI overlay.
- Debugged low-level media defects via frame-level `ffprobe` analysis, including an empty video track from presentation-timestamp rebasing and an 11.5s A/V desync from a `CLOCK_BOOTTIME` vs `CLOCK_MONOTONIC` mismatch.

Expense Tracker – AI-Powered Smart Budgeting App

Node.js, React, MongoDB, Redis, DeepSeek AI, React Native

- Building a full-stack expense tracker using an AI model (DeepSeek) for spend categorization and insights, with Google OAuth login and JWT-based role access control.

EDUCATION

Feroze Gandhi Institute of Engineering and Technology, Raebareli

2023

B.Tech, Computer Science and Engineering

CGPA: 8.07

Govt. Polytechnic, Premdhar Patti, Pratapgarh

2020

Diploma, Computer Science and Engineering

78.6%