

SAKSHAM ARORA

Software Engineer

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EXPERIENCE

Juspay

Product Engineer - 1

Bangalore, India

June 2022 - Present

- Improved the reconciliation and settlements process of UPI payments resulting in **2x faster** performance
- **Led** the migration of the service architecture from a monolithic R design to a scalable microservices architecture in Haskell
- **Owned** development and maintenance of microservices for various payment settlement products
- Resolved support issues, assisted with code reviews, and helped onboard new hires to the products

Juspay

Product Engineer Intern

Remote

July 2021 - May 2022

- **Collaborated** with multiple teams to develop services, build APIs, and contribute to data-oriented decision-making processes
- Designed various reconciliation and settlement strategies tailored to merchant-specific data formats
- Utilized Python, R, Haskell, and PostgreSQL to automate and streamline the settlements process

Python Software Foundation

Project Mentor

Remote

May 2021 - August 2021

- **Guided 3 student developers** for Intel's Open-Source project **DFFML**, in Google Summer of Code
- Co-ordinated and participated actively in brainstorming ideas, reviewing, and collaborating with students on features

Python Software Foundation

Google Summer of Code Student Developer

Remote

May 2020 - August 2020

- Contributed to Intel's Machine Learning project. Project: **Integrating Image Processing into DFFML**
- Implemented wrappers for OpenCV functions for image processing and added CLI support for pre-processing dataflow
- Added Pre-trained PyTorch CNN models and added support for creating robust Deep Learning pipelines from scratch

EDUCATION

Maharaja Agrasen Institute of Technology

Bachelor of Technology in Information Technology

Delhi, India

July 2018 - June 2022

- Graduated with a **CGPA of 9/10**. Major Project and Research: Deep learning Image Colorization pipeline using PyTorch
- Core member for the Google Developers Technical Society. Contributed by delivering talks and organizing hackathons

TECHNICAL SKILLS

Languages: Python, R, Haskell, JavaScript, Go, Dart, ShellScripting, SQL

Tools and Frameworks: FastAPI, Flask, NodeJS, Django, React, Flutter, SQLAlchemy, Celery, PostgreSQL, CI/CD, Tidyverse, MySQL, Docker, Heroku, Firebase, Git/GitHub, Pandas, Numpy, PyTorch, OpenCV, Elasticsearch

Interests: FullStack Development, Product Engineering, Research, Computer Vision, Open-Source, Mathematics, Statistics

PROJECTS

Handwrite [↗](#) | Python, Typography, Image Processing, Flask, React

December 2020

- Developed a tool that lets anyone create custom fonts based on their handwriting that can be used in text editors
- Available as a Python Package (more than 5,500 downloads) and as a React **WebApp** [🔗](#)

Simulate [↗](#) | Flutter, Dart

January 2020

- Collection of more than 10 informative and beautiful simulations based on mathematical concepts and algorithms
- Support for Android, iOS, and Web

BoxIt [↗](#) | Flutter, Dart, NodeJS

April 2021

- A Flutter-based multiplayer dot connecting game using Websocket server in NodeJS. It can be played by 2-4 players

Other Projects | Deep Learning, Computer Vision, Reinforcement Learning

- **Sudoku Solver:** A Computer Vision based project to solve a 9x9 Sudoku using unsolved sudoku images as input
- **RoadFighterAI:** Employed NEAT and Deep Q-Learning techniques, trained AI agents to navigate on road without collisions

OTHER EXPERIENCES

Maintainer - DFFML | Python, Machine Learning

Remote

- Contributed to the rewriting of dataclasses and config architecture, guided new contributors, and authored documentation.

Mentor - GirlScript Summer of Code | Flutter, Dart

Remote

- Mentored more than 40 students in open source program Girlscript Summer of Code '20 and '21 on selected project: Simulate