Animesh Soni

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Work Experience

Amazon — Sunnyvale, CA
Software Development Engineer — *June 2022 – Jan 2023*

- Worked on C++ based Alexa client SDK with a NodeJS web client to define multi-modal experiences for screen-based devices using Cmake build system for macOS, Linux and raspberry pi platforms.
- Reduced memory footprint of Alexa SDK binaries by 30% to occupy less storage and improve performance.
- Led the internal and public GitHub release for 2 versions of the SDK on three different platforms.
- Provided support for integration with amazon echo devices and third-party devices like Samsung/LG Smart TVs.

Electronic Arts — Redwood City, CA
Software Engineer II — *April 2021 – June 2022*
Software Engineer I — *January 2020 - April 2021*

- Utilized tools like Visual Studio, PS and Xbox SDKs, Docker, Kubernetes, MySQL, Redis, MariaDB, Jenkins, Jira, Gitlab, Grafana, gRPC etc. to work on C++ server code stack hosted in AWS to add online gaming capabilities to numerous EA Titles.
- Added password support and enabled TLS for Amazon ElastiCache for Redis for EA game servers on AWS and on-prem.
- Added support to update score on PS5 activity cards mid-game using Sony's external API and PS5 dev kits.
- Implemented Address Sanitizer support and fixed memory overflow, corruption and leak issues.
- Added large session support for Xbox using Microsoft's updated APIs to support 128 player game sessions.
- Developed a formatter tool using Golang for GDPR data retrieval and deployed to Amazon S3 as an AWS lambda function using terraform.
- Added support to export server metrics using REST APIs and made it available to Grafana dashboard for QoS.
- Led the release process for 3 versions of server and SDK release. Led the support process for 8 sprints.
- Provided support to integrators, including live production issues, and communicated problems effectively with game teams and first party companies like Sony and Microsoft.

Ford Motor Company — Dearborn, MI
Software Engineer Research Intern — *May 2019 – August 2019*

- Developed an Android App for testing and presenting an onboard predictive algorithm.
- Implemented an adaptive vehicle feature on the SYNC infotainment codebase using C++, QML and QT Remote Objects.
- Created a MATLAB app to display and interact with various components of driving data from a vehicle.

University at Buffalo — Buffalo, NY
Teaching Assistant — *August 2017 – December 2019*
Courses: Algorithm Analysis and Design, Software Engineering, Theory of Internet, Discrete Structures, Computer Programming

Resident Advisor — *August 2018 – December 2019*

Technical Skills

Languages: Python, C++, Java, Golang, MATLAB
Platforms: Windows, Linux, AWS, Azure, PlayStation, Xbox, macOS, RaspberryPi
Tools: Docker, Kubernetes, Visual Studio, Cmake, gdb, CLion, Android Studio, Perforce, git

Education

University at Buffalo, The State University of New York
Bachelor of Science, **Computer Science** | Minor: **Mathematics** — *Graduated December 2019*
Summa Cum Laude | Honors Scholar — ***GPA – 3.87/4.00***

Projects

Malware URL Lookup Service | **Python and Azure** — *November 2022*

- Developed a python web service with RESTful API using Flask which responds to GET and POST requests.
- Hosted this as an app service on Azure along with Azure Cache for Redis as DB for high availability and scalability.

Student MIPS Instruction Program| **Python and Javascript** — *February 2019 – May 2019*

- Created a Code Academy like software which can be used to learn MIPS Assembly Language, using tkinter module for GUI.
- Worked in a group and used agile version control, scrum and unit testing for development.

Digit Reader Neural Network | **Python** — *April 2019*

- Created a neural network that reads images containing hand-written numbers and classifies them as digits from 0-9.
- Used MNIST dataset to train, Quick Draw dataset to tune hyper-parameters and TensorFlow library to evaluate results.