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Rishik Dhar

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OBJECTIVE:

To continue working in the field of Computer Science with a change in focus towards Artificial Intelligence and its application in Assistive Technologies, Interface Design and Human Computer Interaction.

SUMMARY:

I am a Senior Software Engineer and an expert programmer. I have worked as a developer, team lead, and architect in 12 plus years of developing applications and frameworks. My interest lies in Human Computer Interaction, Intelligent Interfaces, Design Pattern driven development, Scalable Cloud Based Architectures and developing tools/libraries, service frameworks and presentation frameworks. I like to focus on building generic reusable components.

I have experience in driving strategic and tactical technology decisions by means of POCs and full blown implementations using cutting edge and some times bleeding edge technologies, in the course of my work. I have spent last five years building Interaction Design and UI Framework Design expertise and my choice of technology has been AS3/Flex. I have spent most of my time in solving product design problems, identifying implementation bottlenecks and developing generic solutions or patterns for solutions.

In last eight years I have developed RIA App Frameworks, Kiosk based apps, Social Games SDK, and Business Intelligence product for a storage area network company. Following are my core strengths:

- Java, Flex/AS3.0
- Frameworks like Spring, Hibernate, BlazeDS, Swiz and AMFPHP
- Architecture and System design.
- XP methodology, Agile Development, and Design patterns
- Worked in all stages of Software Development Lifecycle.
- Experience in memory profiling and performance tuning using
- Requirements refinement process experience with the functional and business teams
- Strong communication skills and initiative.
- Lead large and small development teams.
- Evangelizing new technologies within the team, across teams and at the exec levels.
- Trained team members and new hires.

EDUCATION:

Carnegie Mellon University – **Master of Science, Software Engineering** , Part-Time Student – Graduation August 2015
Amravati University - **Bachelor of Engineering in Computer Science** 2001, **71.7% Degree (WES GPA Evaluation – 3.69)**

PROGRAMMING EXPERTISE:

Expert: Java, Flex, ActionScript 3.0 - 4.x
Knowledgeable: JavaScript, PHP, Perl/CGI, Shell Script, Big Data Technologies, C, C++, Tcl/Tk, Sql
Learner: Graph Databases, Machine Learning, Linear Programming and Probabilistic Graphical Models.

TECHNOLOGY/DOMAIN EXPERTISE:

Informatics: Business Intelligence, Data Modeling, Data Visualization, Workflow Algorithms
Cloud: Social Games, A/B User Testing, Hosted frameworks for Social Application Development and Collaboration
GUI: Game SDK Design and Architecture, Object Oriented Design, Usability and Meta-data driven application UI
Domains: Storage Area Networks, Social Gaming, B2B Deal Management, Supply Chain & Logistics, Consumer Applications, Kiosk Applications, Order Management and Resource Management

TECHNICAL PAPERS:

Software Quality: People vs. Process (2003) – What is the bigger force behind Software Quality, People or Processes?
(@Work – Submitted to National Software Quality Association, India)

INTERESTS:

Science and Technology:	Robotics (Assistive Technologies), Neuroscience (Understanding behavior of Human Brain and application in AI)
Membership / Subscriptions:	IEEE (Software Engineering, Visualization and Knowledge Engineering) and ACM (SIGGRAPH, SIGMOD and SIGCHI)
Photography:	Digital SLR Photography and Digital Photo Processing enthusiast.
Traveling:	Love travelling to places.
Writing:	Blogging, Essays, Articles, Poems, Reviews and Technical Documentation (with Illustrations)

WORK EXPERIENCE HISTORY:

HITACHI DATA SYSTEMS (USA) - COMMAND DIRECTOR (MAR 2011 - CURRENT) - PRODUCT OWNER

Design of new features to be added for enhancing end-user capability to View and Manipulate report data by applying different criteria. This involves providing the capabilities for the user to change the filters apply combinations of filters and also chart the data shown in the reports. Revamp the existing application architecture and employ best practices to maximize the performance output. **Research** new ways of data modeling and presenting Storage Area Network by means of visualizations to the high level executive users, to enable faster decision making. **Enhance the overall usability** of the product and build common libraries to be used across other products.

PLAYFIRST INC. - SOCIAL GAMES SDK (USA) - (MAY 2010 - MAR 2011) - SDK ARCHITECT

SDK Architect for online social games, at the time the games were being built with the game logic on the server side. I helped build the architecture of social games from a less efficient Server Controlled Model to Client Controlled model. **Architecture and Design** of the "Authoritative Client" model. **Development SDK API** Default implementation library for Generic Services Layer that allows potentially any flash game to become social by integrating with it. **Evangelized** Presenting to the developers and team leads to explain the design and demonstrate the features of SDK.

DEMANDTEC INC. (USA) - UI FRAMEWORK - (JAN 2010 - MAY 2010) - UI ARCHITECT

Presentation layer infrastructure that is responsible for dynamic meta-data driven UI application. **ActionScript3** Components designed for reuse over DemandTec's SaaS platform. Rendering Engine and Component Factory for a uniform rendering strategy, definite lifecycle stages and mechanism for extensibility.

Business Entity Layer Custom Business object layer used as an abstraction to support any underlying ORM technology. My contribution was in helping the core developers try out various Use Cases that made sense from the UI Infrastructure perspective.

PRAMATI INC. (USA) (JAN 2009 - DEC 2009) - PRINCIPAL ENGINEER/ARCHITECT

BI framework: is generic application framework designed on top of Unity platform for extracting, transforming and viewing reports as charts. Designed and implemented the XML based definition and model generation engine for the UI Framework for dynamic rendering of views (server-side layer).

Orthera: This was RIA project in which a customer of Amitive required a custom designed rich internet application for order creation that could work from a retail point of sale location. This application was used to order personalized orthotics by analyzing users' feet scan data and preferences entered manually by the user.

Chart Controller Web Services: A hierarchy of controllers, with generic interfaces, and default implementations, exposed as RESTful Web services, with Chart Specific parameters passed as query string.

BI Controller: Java classes working together with XML transformation layer, to transform data received from the data providers. Summarization Service for synchronization of Transactional data with archived data, the Java layer services used to intercept the main transactional classes were re-factored to provide a general interception layer for any kind of transactional data in the system.

PRAMATI TECHNOLOGIES (INDIA) (OCT 2005 - DEC 2008) - PRINCIPAL ENGINEER/ARCHITECT

Amitive's Unity: is a SaaS model, multi-tenancy, Community Supply Chain Management application platform that aims to change how the web based Supply Chain Management software applications look and function. Implemented the XML Based Templates Document Model, using the deploy time tools like Ant, to generate schemas based on the XML definition templates.

Supply Chain Profile: is a centralized view into the current state of supply chain network for a community deployed on Unity Platform. Backend model for aggregation of data restricting computations to the backend. Software Design and Implementation of Supply Chain balancing algorithm optimized for performance and memory consumption.

Synchronization Engine: It is a service that balances the supply chain by matching the demands with the supplies and inventory. Implemented multi threaded synchronization processes, with JMS queues for consumption of Asynchronous requests. Caching Implementation for managing recurring requests for improving the performance of the synchronization engine. Implemented the interceptor based summarization service, defining Point Cuts for all the critical data persistence transactions, triggered during the business transactions.

Xtreme Application Platform: A Gigaspaces product that allowed distributed application development inherently by creating units of work that can be executed independently across nodes to optimize performance.

GOLDENSOURCE (INDIA) (APR 2004 - SEP 2005) - SOFTWARE ENGINEER

Street Director: Enhancement of high-volume, rules driven business transaction manager that supports the validation, processing, routing, tracking and management of the lifecycle of security, cash and FX trades.XML Message parsing and validation features implemented

PATNI COMPUTER SYSTEMS (INDIA) (SEP 2001 - MAR 2004) - SOFTWARE ENGINEER

Project Leader for migration of existing Tcl/Tk applications to higher (latest) versions of Tcl/Tk. Development of a Server Application on Visual Studio .NET environment, with VC#.NET, as the programming language. Code Enhancement for the real-time report generating DES scripts to make them compatible with the upgraded business logic and working environments. Managed backup, recovery and verification

TECHNOLOGIES

Languages	Front End	Backend	Frameworks	J2EE	DB Flavors	Tools	Computational
JAVA	Flex	Jboss4.2.3	Spring MVC	JSP-	DB2	Confluence	Octave
Perl/CGI	ActionScript	Pramati	Cairngorm	Servlets	Oracle XE	JIRA	Apache
PHP	3.0/4.x	Server	Swiz	JMX	Oracle	Crucible	Commons Math
TCL/TK	BlazeDS	Tomcat	Frameworks	Web	11g/10g	Maven	Apache Mahout
	HTML/	JMS	JAX-RPC	Services	MySQL	Ant	
	DHTML	Jini	RESTEasy	SOA		Junit	
	JavaScript	Gigaspaces	Drools	JPA		HttpUnit	
	AJAX	XAP	JBPM	XML-XSD		JConsole	
	jQuery	Hazelcast		Second		JProfiler	
	Dojo			Level		Eclipse	
				Caching			