Naman Nigam
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I am committed to leading teams and organizations toward driving technical advancements that benefit my nation(long-term). Along the way, I aim to learn from my failures and share these experiences.

WORK (By Recency)

User Journey — *Transforming Experiences, Driving User Success*

- Focused on driving growth, engagement, and monetization while enhancing user retention and service experiences. - Delivering impactful solutions that scale business objectives and elevate customer satisfaction.

Search — *Platform-wide search functionality*

- Working towards provision searches across the platform using Elasticsearch. - Architected as a read-heavy datastore aligned with *Redis*. - Developed to ensure HA for customers striving to provide five 9s.

Places — *Enhanced Autocomplete and Location Details Optimisation*

- Designed and developed a multi-tenant platform capability over a store of places using *SpringBoot* and *ElasticSearch*. - Tried out virtual threads in Java *for the application.*

Merchandising — *Pillars of User Engagement*

- Ownership of multiple microservices such as Stories, Jackets(a.k.a Sleeves), and Dynamic Ads. - Serving content across domains driving users through their journey on the application.

Catalog — *Integrating core entities like Users and Listings*

- Leading the development of core businesses involving User Management and Catalogue.
- Built over *Spring* supported via *SQL* backed up with varied NoSQL datastores.

Survey Platform — *Q&A support to capture user inputs*

- Developed backend service using *Dropwizard* and *MongoDB* to support Q&A integration with Flipkart applications.

Collection Personalisation — *Bottomsheet for user preferences*

‒ Designed, collated, and deployed services to persist a user's preferred collections.‒ Build upon an algorithm to facilitate user choices with pseudo-AI, where the data persisted on *Apache HBase* and was relayed via *REST-based APIs*.

User Feeds — *Feed system for commerce and transaction*

‒ Design and solution for the user's timeline experience. ‒ Work on content processing during the creation flow on [Flipkart studio](Flipkart%20studio) using *Apache Storm* ‒ Work on persona recommendation and feedback pipeline for creators.

Gamezone — *Gamification channel for user engagement*

‒ Complete ownership of the Gamezone managed using *MongoDB* and *Loading Cache* ‒ Work on the campaign management life cycle. ‒ Build onto test non-functional aspects of QuizTime performed over locust!

WORKPLACES & EDUCATION

NoBroker — *Lead Software Developer, Engineering Manager, Sr. Engg Manager*

AUGUST 2021 - PRESENT

User Journey | Discovery | Places | Merchandising | Users & Listings

Flipkart — *SDE-I, SDE-II*

JULY 2015 - AUGUST 2021

N200M | User-Generated Content | User Engagement | Mobile API Development | Core Services Engineering | Mobile Engineering Team

Samsung — *Software Engineer*

JULY 2012 - JULY 2015

System Optimisation | Performance and Network Protocol Testing

Govind Ballabh Pant Engineering College — *B.Tech* [Batch of 2008]

Computer Science and Engineering

TECHNICAL SKILLS

‒ Architecture highly available, scalable, and resilient systems.
‒ System Desing: High and Low Level from Components to Patterns.
‒ Microservices in Java based on Spring, Spring Boot & Dropwizard.
‒ Dockerisation, Kubernetes & Cloud(GCP) for deployments.
‒ SQL, Mongo, ElasticSearch, and HBase as a data store.
‒ Apache Kafka for event streaming.
‒ Redis and Guava for caching.
‒ Storm and Spark for distributed processing.

AREA OF INTERESTS

‒ Solving complex problems and contributing to community-driven learning.
‒ Practicing design patterns to build scalable and optimized systems.
‒ Exploring constructs, libraries, and client-side implementations and data stores.