

SUMMARY	Backend engineer with 9 years of experience across fintech and e-commerce startups, specializing in distributed systems and backend architecture. Proven track record of leading high-impact teams and delivering scalable solutions in fast-paced environments.		
TECHNICAL SKILLS	<i>Programming Languages:</i> TypeScript, Golang, Kotlin <i>Frameworks &amp; Runtime:</i> NodeJS, Express, Gin, Magento <i>Databases:</i> MySQL, PostgreSQL, DynamoDB, Redis <i>Streaming &amp; Messaging:</i> Kafka, RabbitMQ, SQS <i>Other:</i> AWS, Elasticsearch, Docker, Kubernetes, Prometheus, Grafana		
EXPERIENCE	<b>ShopBack - Cashback &amp; Rewards</b>		Remote
	<i>Senior Software Engineer 2</i>		(Feb'25 - Present)
	<ul style="list-style-type: none"><li>Leading the re-integration of high-scale merchants like Amazon and Agoda as dedicated affiliate networks to reduce tracking latency and improve commission accuracy.</li><li>Designed and executed end-to-end merchant switchover pipelines, utilizing shadow runs to ensure data consistency, correctness, and seamless cutover for 100K+ daily events.</li><li>Resolved ingestion ambiguity in affiliate conversion pipelines, enabling precise commission calculations across \$4M+ in monthly payouts spanning 12 countries.</li><li>Building automated merchant billing and reconciliation systems, eliminating manual interventions and enhancing operational scalability and reliability.</li></ul>		
	<b>Jupiter Money - Neo Banking</b>		Bangalore
	<i>SDE III</i>		(Oct'22 - Apr'24)
	<ul style="list-style-type: none"><li>Led the architecture and design of the lending on-boarding and KYC services, decoupling loans from Savings Account and establishing loans as a standalone product.</li><li>Co-led and mentored a team of 6 engineers, ensuring delivery quality through code reviews, unit testing and continuous mentorship.</li><li>On-boarded and integrated multiple NBFCs as lending partners on the platform, bringing in additional 40 crores in revenue annually, solving for supply-side.</li><li>Improved system availability through robust logging, monitoring and alerting, proactively resolving any bottlenecks and faults.</li></ul>		
	<b>Trell - Lifestyle Social Commerce</b>		Remote
	<i>SDE III</i>		(Nov'20 - Sep'22)
	<ul style="list-style-type: none"><li>Led pre-checkout engineering pod to continuously improve the product listing and discovery experience alongside seamless integration of social media elements.</li><li>Built auxiliary services for transactional messages and handle two way streaming data between content &amp; commerce domains, handling upto two million requests everyday.</li><li>Implemented and improved the global caching layer for product metadata, reducing p99 latency by 100%.</li><li>Set up daily reports and alerts for better visibility of the platform functioning and did extensive load testing for critical flows and APIs.</li></ul>		
	<b>RentoMojo - Online Rentals</b>		Bangalore
	<i>Principal Software Engineer</i>		(Nov'17 - Oct'20)
	<ul style="list-style-type: none"><li>Led the CX-Ops engineering pod and built services to scale the platforms for commerce, logistics and operations.</li><li>Drove the automation of user queries through chat-bot and IVR that reduced majority of the manual workload and reduced the inbound calls and emails by over 30%.</li></ul>		

- Designed and built internal tools for CX team that significantly improved their productivity and reduced the TAT for simple queries by over two times.
- Supervised the migration of critical data engineering services from AWS to Azure, reducing ETL pipeline costs by 20%.

**Arzooo - B2B Retail**  
*Lead Software Developer*

Bangalore  
(Jan'17 - Oct'17)

Led the development and architecture of the commerce platform. Implemented features like product search, price comparison engine driven by in house price scrapers and a comprehensive product rating system.

**Slice - Microfinance**  
*Software Developer*

Bangalore  
(Sept'15 - Nov'16)

Built client facing websites through the entirety of different pivots that happened in the early days. Owned multiple client side front-end modules and took care of static client hosting infrastructure. Wrote several server side scripts for data migration and analytics.

**Google Summer of Code**  
*Contract Developer*

Remote  
(May'15 - Aug'15)

Contributed to PySoy, an open source cloud gaming engine. Developed a procedural terrain generation engine using a pseudo random height-map generator and Simplex Noise. Introduced Tri-Planar texture mapping with custom shaders for improved blending techniques.

EDUCATION

**Dhirubhai Ambani Institute of Information & Communication Technology, Gujarat**  
B.Tech in Information and Communication Technology

2011-15

LINKS

Portfolio: [abhimanyutak.com](http://abhimanyutak.com)

Linkedin: [linkedin.com/in/abhimanyutak](https://linkedin.com/in/abhimanyutak)