Vikram Pratap Singh

Elixir Developer

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SKILLS

Results-oriented Elixir developer with experience in various technologies including Java, Python, and Flutter. Proficient in AWS, Firebase, OpenStack, and GraphQL, with a strong focus on optimizing and scaling applications. Adept at collaborating with diverse teams to deliver innovative solutions in fast-paced environments.

SKILLS

- Elixir, Phoenix, LiveView
- Java, Spring Boot
- AWS, Firebase, OpenStack
- Python, Django
- Flutter
- Grafana
- GraphQL

EXPERIENCE

Independent Contractor, Remote - *Elixir Contractor*

AUG 2021 - AUG 2022

- Developed and implemented customer-facing features to enhance the existing codebase.
- Identified and resolved bugs through Sentry monitoring and analysis.
- Designed and configured Grafana panels to visualize key metrics for new features.
- Successfully integrated a leading banking solution provider to expand payment options.
- Refactored existing processes using the Sagas pattern, improving code readability and maintainability.
- Collaborated with a prominent NFT gaming company.

- Upgraded the codebase from Elixir 1.10/OTP22 to Elixir 1.12/OTP24.
- Enhanced Google PubSub subscription by switching from Push to Pull and implementing Broadway pipelines for efficient message consumption.
- Transitioned multiple APIs from REST to GraphQL using Absinthe and Dataloader.
- Contributed to a large betting affiliate platform's prototype program.
- Developed Protobuf-designed APIs using Elixir, Ecto, and Phoenix.
- Crafted modular components leveraging the Surface library.
- Implemented new features for a large-scale MQTT-based real-time application, utilizing technologies such as Tortoise and Mosquitto, and extensively employing the GenServer API.

Daring Bit Assembly, Remote - *Software Engineer*
AUG 2020 - JULY 2021

- Developed a team subscription management software with Elixir/Phoenix/Absinthe backend, Wallaby and ExUnit testing, and a companion Flutter app featuring GraphQL subscriptions, themes, localization, and push notifications.
- Demonstrated LiveView usability by creating a proof of concept with LiveComponents using the SurfaceUI library, showcasing a single screen with four datasets backed by one live view.
- Optimized a large-scale Spring Boot project, reducing query execution time by 80% and implementing unit and integration tests for better code quality.
- Built a Django-based auction application with Stripe payments, Celery tasks, and Nose tests.
- Designed Django Admin panels for monitoring and resolving payment inconsistencies by comparing database and Stripe data.

GeekyAnts, Bengaluru - *Software Engineer*
JAN 2019 - JULY 2020

- Developed a Flutter Stripe plugin to seamlessly integrate Stripe payments into Flutter applications.
- Created a highly customizable Flutter chat boilerplate compatible with any backend API.
- Demonstrated Elixir hot reloading with an Elixir TCP server using Ranch and a Flutter client.
- Worked on a client project featuring an Elixir backend (GraphQL with Phoenix and Absinthe) and a Flutter frontend.
- Developed a national bank client app incorporating FaceID, fingerprint authentication, secure storage, and nested navigation features.

OPEN SOURCE CONTRIBUTIONS

Cached Video Player

Developed a popular Flutter plugin that introduces a caching layer to the official video_player plugin, enhancing its performance. Available at: https://pub.dev/packages/cached_video_player

GraphQL to Dart

Created a Dart package that retrieves models from GraphQL endpoints and automatically generates Dart serializers and deserializers. Accessible at: https://pub.dev/packages/graphql_to_dart

EDUCATION

Rajkiya Engineering College, Sonbhadra - *Bachelor of Technology in Computer Science & Engineering*
JUNE 2015 - MAY 2019
Final Year Project: Developed a peer-to-peer file-sharing solution capable of creating an infinitely scalable network by simultaneously utilizing WiFi infrastructure mode and Wi-Fi Direct mode on Android devices for seamless file sharing across all connected devices.