

## EMPLOYMENT

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<b>Software Dev Engineer II</b>	<b>Expedia</b>	<b>January 2016 - Present</b>
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### Vacation Rentals

- Designed and developed A/B tests on booking path to drive conversion for Vacation Rentals on the Expedia platform.
- Designed and developed landing page content generation systems to drive SEO for vacation rentals.
- Third-party inventory and content ingestion systems to onboard vacation rental inventory from external platforms.

<b>Software Engineer I/II</b>	<b>Orbitz Worldwide</b>	<b>Jan 2014 - Dec 2015</b>
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### Microservices and Real-time data pipeline

- Designed, developed and deployed several production ready micro-services as a part of the highly scalable internal landing page framework.
- Designed caching strategies on the micro-services to ensure low latency even at high traffic volumes which included search engine crawlers and users. The micro-services built parts of the landing page in parallel as a part of the framework.
- Developed a pipeline to generate data for cheapest flight pricing on landing pages using a real time stream of search logs. Search data was also used to generate popular flight crosslinks across the landing page ecosystem.

### Site-Awareness Automation

- Led the overhaul and automation of the Site-awareness system. This system populated a data store for all landing page URLs(used for landing page crosslinks) along with SEO meta-information and also generated XML sitemaps.
- Spearheaded the effort to re-architect the host to run continuously and throttle based on live traffic, with automated restful triggers to control the job flow. This significantly boosted the refresh rate of cross-links and xml sitemaps.
- Created a system to auto-deploy static SEO files like XML sitemaps and robots.txt to production with changes in landing page configurations. The system also monitored SEO stats by plugging into Google Search Console API.

### Brand Localization & Landing Page Availability

- Localization for various geographies for Orbitz brands like Hotelclub(Australia/SE Asia) and Ebookers(Europe).
- Enhancements to logging, and features for the landing page framework to improve availability for these pages.

<b>Software Engineer</b>	<b>Nokia Corporation</b>	<b>July 2013 - Dec 2013</b>
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### Nokia Xpress browser for feature phones

Design and development of features that involve client-server communication, client-side analytics & UI enhancements.

<b>Research Assistant</b>	<b>University of Illinois at Chicago</b>	<b>May 2012 - May 2013</b>
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### Electronic Visualization Lab - RailSim Project

Immersive scientific visualization of rail-track simulation in a 3d virtual reality environment called the CAVE 2.

## EDUCATION

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<b>M.S Computer Science, GPA 3.62</b>	<b>University of Illinois at Chicago</b>	<b>Fall 2011 - May 2013</b>
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<b>B.Tech(Telecom) + MBA(Tech Mgt.)</b>	<b>NMIMS University, Mumbai</b>	<b>Aug 2006 - May 2011</b>
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<b>PROJECTS</b>	<b>PROJECTS AVAILABLE AT:</b>	<a href="http://www.vaibhavgovilkar.com/">http://www.vaibhavgovilkar.com/</a>
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### **Sticknshare.net**

Fully working wishlist sharing single page (Firebase) app with Facebook authentication and real-time sync between clients.

### **Critical Mass**

Led a cross-functional team of engineers and artists to develop a stereoscopic 3d first person physics puzzle shooter. Apart from my role as the team lead I worked as the chief programmer for physics and gameplay (**won best interactive gameplay**)

### **Door2Door Travel Time Estimator (finalist top 10 in worldwide Expedia hackathon)**

A single page angular app with an express(nodejs) server that gives the fastest options to get from one address to another.

### **Activity based hotel search**

An app that allows the user to view hotels sorted based on proximity to activities selected by the user.

### **Gravity Bomber**

A game that allows the manipulation of gravity to control bombs deployed by a player-controlled spaceship. 3/5 Avg rating.

## Technologies

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**Languages:** Java, Javascript, C++, Python, Bash

**Frameworks:** Spring, AngularJS, Express, Node.js, Bootstrap, RabbitMq(messaging), Unity3d(Game Engine)

**Data Stores:** Solr, ElasticSearch, Cassandra, Couchbase, EhCache

**Development and Deployment:** Git, Jenkins, IntelliJ, Maven, Gradle, Vagrant, Opswise