Anas Khan

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TECHNICAL SKILLS

Domains: Backend, DevOps, Analytics
Languages: Typescript, NodeJS, Java, Python, Golang, SQL, HTML/CSS/JS
Web Frameworks: Express, Spring Boot, Flask, Beego
Communication: REST, Kafka, RabbitMQ, ActiveMQ, SQS, Protobuf, socket.io
Databases: Redis, MongoDB, MySQL, Postgres, Cassandra, ElasticSearch
Infra: AWS, GCP, Jenkins, Prometheus, Grafana
Data Analysis: Bigquery, Metabase
Pipelines: Apache Flink, Apache Beam

EXPERIENCE

Quizizz   June 2021 – Present
Software Engineer   *Bangalore, India*

- *Quizizz is an EdTech platform with ∼70M MAUs helping teachers make education fun and engaging for students*
- Successfully oversaw and executed several development efforts around addition of new premium question types, extra life and partial scoring mechanism in games, auto conversion of question types from one type to another (eg. MCQ to DRAG AND DROP) - this directly resulted in a ∼20% increase in the adoption of new question types by paid users in addition to significantly increasing our premium conversion funnel
- Spearheaded end to end development of Quiz Service (serving ∼90K RPM during peak hours) - a new microservice tasked with housing all the APIs and data related to content lifecycle - creation/deletion of quizzes/questions, with monitoring and alerting included
- Independently worked towards integration of lifecycle systems (tracking users, sending emails) such as Moengage/Braze with Quizizz systems - this required working cross functionally with the marketing and the platform teams to achieve its success
- Brought up Draw Service for housing APIs and data related to canvases drawn in games by teachers and students
- Contributed to the development of the Game Aggregations pipleine - a service in Apache Flink focused on aggregating game data related to questions and players
- Ad Hoc Infra - set up a redis cluster for caching content data, a sentinel redis for housing canvas data in games, and wireguard vpn for securing access in dev environments
- Assisted in all levels of the hiring process, interviewing and selecting top-notch developers to build a high-performing engineering team, mentored and provided technical guidance to junior developers, fostering their professional growth and enhancing their coding skills

Crio.Do (acquired by Skill-Lync, 2022)   Jan 2019 – May 2021
Software Engineer, Software Development Intern (till May 2019)   *Bangalore, India*

- *Crio.Do is an EdTech platform aiming to change the way developers learn by the usage of industry level projects (experential based learning)*
- Joining as the 6th employee, contributed to building and maintaining the platform backend and databases - this included building a product focused post MVP stage platform first to later iterating on the same to achieve stability and scalability on various fronts
- Owned the assessment component of the product, right from designing and building a microservice for the same to coming up with short term OKRs and coordinating with a small team to ensure attainability of favourable outcomes
- Drove the migration of the platform's architecture from GCP to AWS, which involved coordinating with AWS architects and individual contractors to ensure it took place resulting in the least amount of downtime

SELECTED PROJECTS

soup | *Golang* | link

- Web scraping package in Go, with an interface similar to *BeautifulSoup* in Python
- Featured in Github's trending packages in Go
- Appreciated by the Go community with 2k+ stars on Github

Distributed Key Value Store | *Python, Flask, Zookeeper* | link

- In memory key value store with co-ordination between master and slave servers using zookeeper
- Backups performed in a cyclic order along with reincarnation of servers
- Ensures fault tolerance and high availability between the storage servers

EDUCATION

PES University Bangalore, India
Bachelor of Technology in Computer Science; CGPA: 8.72 *Aug 2015 – May 2019*