

GAURAV DUGGAL

Passionate Enterprise Architect ◆ Technology Visionary ◆ Polyglot Programmer

CAREER PROFILE

- Extensive experience in R&D, Highly Scalable product development and Profit Driven Technology Solutions.
- Skilled in grasping the big picture, conceptualizing, developing and implementing solutions by partnering closely with business leaders.
- Excel in developing and motivating niche teams that successfully meet and exceed organizational objectives.
- Multi-faceted Software Architect with experience of building different kinds of software architecture such as Micro Services, SOA, Layered Architecture etc.
- Adept at dealing with Global Customers and Delivery teams, leveraging organizational expertise spread across locations such as India, SE Asia, USA and Europe.
- Excelled in providing leadership for 20+ member Bingo Vertical for 2 years by Roadmap planning, Strategic evaluations, Tracking timely deliverables, Collaborations with cross functional teams, Quality Management initiatives etc.
- Polyglot programmer with extensive hands on experience of various Tech-stacks.

Areas of Expertise:

Software Architecture: Micro Services, SOA, Multi-tier Architecture, Layered Architecture.

Design Patterns: Command, Delegates, Events, MVVM, IOC, Broker.

Programming Paradigm: Imperative Programming, OOP, Functional Programming, Aspect Oriented Programming.

Tech-Stacks: MS Windows (Win 32, Win8), Apple Mac (OSX), Web (HTML5), Mobile/Tablets (iOS, Android, Win8).

Engineering Processes: Waterfall, Prototype, Iterative, Kanban, Agile, Scrum, Lean.

Frameworks & Languages: Windows (VC++, C#, WPF, Win32, ASP.NET), Apple (Objective C), Adobe (Flex, Action Script, Flash), Web (HTML5, JQuery, WinJS, CreateJS), Scripts (Shell Script, Perl, Python), Open Source(Node.js, RabbitMQ, MongoDB), J2EE(JUnit, JDBC, JMS, Spring, EhCache).

CAREER PROGRESSION

IVYComptech Pvt Ltd, Hyderabad

Wholly owned subsidiary of Bwin.Party Digital Entertainment which is LSE listed \$2 billion online gaming firm.

Senior Architect

Jan 2006 - Present

Incubated various R&D projects and inculcated best architectural practices in the team. Safeguarded architecture principles of various products (Poker, Casino, Bingo, and Racing) on various platforms (Desktop, Mobiles, and Web). Lead a team of core engineers, managed vertical's intellectual portfolio and core modules.

Impact:

- Successfully launched new Mobile products such as Win8 Poker, iPhone Poker, Android Poker and Web Poker using Scrum practice and Layered Architecture.
- Successfully launched new Mac Poker and Phoenix Windows Poker using Scrum practice and layered architecture.
- Successfully launched breakthrough products such as Web Casino (HTML5 & Flash), Desktop Racing (Win32 & DirectX) and Desktop/Web Bingo (Win 32 & Flash) using iterative practices and multi-tier architecture.
- Successfully merged and developed common gaming infrastructure layer for Bwin & Party platforms to work together.
- Successfully Integrated Party Casino games on Game Bookers which increased the bottom-line by 30% for Casino games.

- Reduced development lifecycle by infusing design such as Command, Delegates, Seamless integration of run time, Inversion of Control and Extensions.
- 1 Patent Applied.

Delmia Solutions, Bangalore

Wholly owned subsidiary of Dassault Systems which is NYSE listed \$15 billion CAD/CAM firm.

Senior Engineer

Jan 2004 - Dec 2005

Responsible for executing design, development, analysis, product testing, customer interaction and value engineering relative to modules.

Impact:

- Successfully transferred knowledge from Delmia GMBH, Germany to Delmia, India.
- Recruited to Jump-Start product development team in Delmia, Bangalore Office.
- Mentored colleagues to understand the product and helped them in design related issues.
- Handled complex core highlight specification for Hot Fix or Service Packs.
- Helped Testing Team, Customers to understand the functionality.

Nuance Transcription, Bangalore

Wholly owned subsidiary of Nuance communications; \$4 billion Voice Recognition Company.

Engineer

June 2003 – Dec 2003

Handled Implementation, Bugs, Code Reviews, Maintenance issues and Unit Tests for the code written. Helped testing team understand the functionality.

REPRESENTATIVE PROJECTS

Poker Development on Mobiles (Win8, iOS, Android, HTML5) www.PartyPoker.com

Role: A new product on the offering in a challenging new technology on Mobiles. Experimented on various technologies, consulted with forums online and came up with proof of concepts for mobile offerings. Using evolutionary design practices and Scrum methodology of development incubated a team of engineers to successfully launch beta in less than 50% of estimated time.

- Responsible for feature feasibility and road map negotiation with business owners in London head office.
- Responsible for MVP and smooth initial launch of product.
- Designed Complex Core framework from scratch in a new Tech-Stack.
- Infused design patterns such as Command, IOC, MVVM, Broker, Factory, Flyweight, Prototype, Decorator, Observer, Strategy etc.
- Improved throughput by interacting with various dependent teams such as creative, IT, Product Backlog Owners etc.
- Handled Bugs, Code Review and other issues of the Product.

Casino Development on Web (HTML, Adobe Flash & Flex) www.PartyCasino.com

Role: Explored a new Tech-Stack such as Web with Adobe as UI containers. Goal was to get the best user experience and cut the development cost to 50% across channels. Design challenge was to reduce download size and maximise reuse of existing desktop client. Proposed design to use Local Connection, RSL, Byte Array communication, CS3, Custom Components etc. which helped communicate between different runtime such as Desktop and Web pages. Due to design of seamless integration product maintenance reduced by 60%.

- Responsible for making MVP and road map plan of product launch.
- Recruited to Jump-Start development team and followed Scrum methodology.
- Designed & Implemented Complex Core framework from scratch in a new tech stack.
- Infused various design principles such as Byte-Array Communication, Custom components, Layered Architecture and RSL.
- Handled Bugs, Code Reviews and backlog grooming with Product Owner.
- Mentored fresher's to understand the product and helped them in design related issues.

Bingo & Racing Developmentwww.PartyBingo.com

Role: Challenge was to implement a product from scratch and also to learn the company's architecture. I had to learn a lot of new libraries for UI development and fix issues of performance in it. I also had to mentor new people to get work done adhering to timelines.

- Involved in design discussion and architecting a new client from scratch.
- Handled design, Coding and Implemented the design.
- Handled Bugs, Code Review and other issues of the Product.

Server Development for DELMIA Process Engineerwww.Delmia.com

Role: DPE server is layer over process/product/resource database required for manufacturing process planning and simulation purposes. I was involved in designing and developing versioning/tracking system for process, product and resource data of DPE server. Also project included Import/Export tool development for integration of OEM and vendor's process planning data. I was also involved in developing high-level APIs for the server as part of performance improvement especially when server is used by clients across the networks.

- Responsible for code transfer from Delmia GMBH, Germany to Delmia, India.
- Mentored colleagues to understand product and helped them in design related issues.
- Recruited to Jump-Start development team in Delmia India.
- Handled highlight specification and design related issues.
- Handling Bugs, Code Review and other Maintenance issues (HotFix, Service Packs).

Medical Transcription systemwww.NTSindia.com

Role: The system was developed to provide to handle whole flow of Medical Transcription. It takes dictation over phone and the word documents were either mailed or zipped on the respective desktops. It had a supporting website for clients to see the documents online. The system provided an interface between server and client transcribing anywhere on the earth. The system also calculates the line counts for the transcriptions done and various other reports.

- Handling Coding and Developing (white box tests) Unit Tests for the code written.
- Handling Bugs, Code Review and other Maintenance issues (HotFix, Service Packs)
- Helping Testing Team to understand the functionality.

PATENTS, AWARDS, CONFERENCES, SEMINARS

Patents

- Patent application-14265357 at USA-2014 Pending: System and method for user activity and user preference data analysis in a multi-user, multi-location environment.

Awards

- Exceptional Performer of the year on April 2013 at IVYComptech Pvt Ltd.
- Best Performer of the year on March 2009 at IVY Comptech Pvt Ltd.
- Best Performer of the year on July 2005 at Delmia Solutions Pvt Ltd.
- Best Performer of the year on November 2003 at Nuance Transcription.

Conferences

- Agile India - Bangalore, India, February'2013.
- Google I/O – San Francisco, USA, May'2013.
- Apple WWDC - San Francisco, USA, June'2012 & June'2011.
- Adobe Flex 360 - Atlanta, USA, May'2007.

Seminars

- Storage Area Network- Cat Technologies Ltd. Hyderabad, February 2003.

EDUCATION & CREDENTIALS

Certified Scrum Master, Hyderabad	Feb -2013
Global leadership Program, Sofia Bulgaria	Nov-2012
Masters in Software Systems, BITS Pilani Rajasthan (CGPA: 7/10)	2007-2009
Bachelor in Information Technology, LE Govt College Gujarat (Score: 67%)	1999-2003

For more details [click here](#)