Rishabh Arora

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Education

KIIT, Bhubaneswar, India
B.Tech in Computer Science and Engineering — July 2017–May 2021 — CGPA: 8.93

Experience

Arrise Solutions*(Pragmatic Play)*
Software Development Engineer II *— July 2024 – Present*

- Own a financial-grade, **fault-tolerant** distributed **Bonus Promotions service** (**Java**, **Spring Boot**) deployed on **AWS Cloud** (EC2, S3, SQS) with **Docker** containerization, exposing **REST APIs** to **50K+ casinos** and handling **10M+ RPM** real-time debit/settlement/refund transactions with guaranteed **idempotency**.
- Cut p99 latency of the high-traffic eligibility API from **∼7s to under <50ms** through **performance optimization**: query-path redesign, multi-tier caching, and **load-balancing** reads across dedicated replicas.
- Ensured **zero financial discrepancies** via **Redis (Redisson) distributed locks** (lease/expiration tuned to query patterns) protecting concurrent transactions and scheduled multi-instance jobs from duplicate execution, backed by **PostgreSQL** stored procedures; eliminated **Hibernate/JPA N+1** queries via batch fetching and entity-graph projections, cutting DB round-trips under peak concurrency.
- Built an **event-driven Apache Kafka** pipeline (batch consumers, partitioned topics, consumer groups) for **asynchronous processing**, inter-service messaging, and **cross-instance cache synchronization**, decoupling **microservices** for independent scaling and improved resilience.
- Implemented **JWT**-based authentication across all FreeChips APIs, including a dedicated service-to-service auth flow, securing both external client-facing and internal API surfaces.
- Led **on-call incident response** for a sudden **1M+ RPM** traffic spike that took down all nodes (scaled **4→8**) due to a heap-exhausting API loading full result sets into memory; root-caused and shipped a fix with **QA verification** in under **30 minutes** total.

Software Development Engineer I *— January 2023 – June 2024*

- Scaled the **Game Server monolith** to **5M+ new users/week** with a session-management layer on horizontally partitioned **Redis** clusters, holding **low-latency** reads under burst traffic.
- Led **strangler-fig** decomposition of the Game Server monolith into **30+ game-specific microservices** with **Kafka** event choreography for **zero-downtime** extraction – cutting full-fleet deployment time from **3–4 hours to 30–60 seconds** per game.
- Designed and architected two real-time multiplayer game engines – **Snakes & Ladders** (**100K+ concurrent sessions** on **Jetty**) and **Topcard** (**25K concurrent players**, deterministic shuffle seeding, server-side state authority), maintaining strong consistency between game outcomes and wallet transactions.
- Built a real-time message-routing layer between the chat server and Freshchat over **WebSocket**/webhooks, reliably serving **2–5M+ daily active users** with a **<1s** delivery SLA.
- Served as **bar-raiser interviewer** for backend hiring across **60+ technical interviews**, evaluating technical depth and team fit. Mentored **20+ junior engineers 6 promoted within 6 months**, remainder promoted within a year.

HighRadius Technologies Pvt. Ltd
Associate Software Engineer *— June 2021 – January 2023*

- Optimized the **Treasury Management System** serving **700+ global enterprise clients**, reducing report-generation latency by **40%** via read-replica routing and SQL index tuning.
- Built a UI-driven job scheduler using **Java Quartz** and **Amazon SQS**, letting finance teams configure cron-based job chains and eliminating **20 hours/week** of manual scheduling.
- Shipped the **Deduction Management System** for the Order-to-Cash cycle, reducing the deduction rates by **58%**.

Skills

Languages: Java, GoLang, SQL, C++

Frameworks & Libraries: Spring Boot, Spring MVC, Spring Data JPA, Hibernate, ReactJS, JUnit, Mockito

Distributed Systems & Architecture: Microservices, Distributed Systems, Event-Driven Architecture, Apache Kafka, Apache Ignite, Pub/Sub, Message Queues, Distributed Locks, Idempotency, WebSocket, Multithreading, Concurrency

Databases & Caching: PostgreSQL, SQL Server, Redis, Redisson, Caffeine, HikariCP Connection Pooling

Cloud & DevOps: AWS Cloud (EC2, S3, SQS), AWS Bedrock, Docker, Kubernetes, Jenkins, CI/CD, Git, Maven, Prometheus, Micrometer, Observability, Monitoring, HashiCorp Vault, JWT/OAuth Authentication

Projects

Career Autopilot *(in progress)*

- GoLang service on **AWS Bedrock** that scans a resume, matches it against live job listings with **ATS-style scoring**, surfaces gaps, and auto-rewrites weak sections.
- Uses local + **Redis** caching to avoid redundant LLM calls and cut response latency.