Anirudh Deep

Software Development Engineer

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EXPERIENCE

Independent Game Development

May 2024 – Current Remote

- Will of a soldier - Developed a 2D action-platformer featuring core mechanics such as dynamic character movement, a unique slow-motion launch ability, and physics-based interactions (e.g., fall damage, high-speed enemy takedowns). Designed and implemented challenging levels with diverse enemy AI (patrol, chase, fire), environmental hazards, and hidden shortcuts, focusing on player strategy and skill. Utilized State and Observer design patterns to create a highly optimized, readable, and maintainable codebase.
- OS mayhem - Developed a fast-paced 2D bullet-hell roguelike where players navigate a computer system to eliminate malicious files. Designed and implemented core gameplay mechanics including dynamic enemy patterns. Integrated thematic elements through nostalgic chiptune music and iconic Windows-inspired visuals to enhance player immersion.

Software Deve10pment Engineer II

crewsc1e (Dep10yed at Divisions Maintenance Group - DMG)

Oct 2023 – April 2024 Remote

- Spearheaded the development of an internal tool for the fulfillment team to streamline operational tasks, significantly reducing on-call load and enabling product managers to
efficiently manage operational duties. This included implementation, testing and release.

Full Time: Software Development Engineer

OYO

& June 2020 - Jan 2023 Gurgaon, India

- As part of OYO's OTA core team, worked on building a solution that can be used by any purchase partner to easily onboard and manage properties on OYO's partner portal. Provided OPEN API to partners as generic API's for easy access to bookings and reviews from an extensive network of online travel agencies. This includes LLD, implementation, testing, release and monitoring. Successfully onboarded over 6 clients with over 7000 hotels within the first year of launch. Tech used : Java, Spring Boot, AwS, Kibana, ActieMQ
- Integrated 3DS payment solution to facilitate secure and seamless payment processing from HomeAway for EU region users
- Worked on the end-to-end development of a solution for migrating static and periodic data of newly acquired hotels to OTA service. Successfully managed the seamless onboarding of these hotels to multiple online travel agencies, ensuring efficient distribution and visibility.

ACHIEVEMENTS

- Got an Bravo award from OYO leadership for maintaing high level of ownership and delivering results on a critical launch.
- Attained the prestigious lst position in B.Tech computer Science Engineering at NIT Jamshedpur.
- Secured lst position in Android developement hackathon(20l8) organised in Annual Technical fest of NIT Jamshedpur.
- won 2nd Prize At the coding event At Ojass 20l9

TECHNICAL KNOWLEDGE

- Languages : c #, Java, Python
- Unity| Spring and Spring boot | Restful APIs | gRPC| AwS | kafka | Mongodb | Docker |
- DataStructures | Algorithms | Problem Solving | OOPs | Design Patterns|

EDUCATION

Bachelor of Technology

National Institute of Technology, Jamshedpur

Subject: computer Science and Engineering

& August 2016 – May 2020

CGPA : 9.02

Intermediate

City Montessori Schoo1, Lucknow

& May 2014 – May 2016

Board : Indian School certificate
Percentage : 97%

Matriculation

City Montessori Schoo1, Lucknow

& May 2014

Board : Indian certificate of Secondary Education
Percentage: 95%

Field Of Interest

- Microservices and backend Services
- Game Development