

ANISH KUMAR

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LinkedIn

GitHub

Education

GNA University, Phagwara

B.Tech. in Computer Science Engineering

Aug. 2019 – May 2023

7.6 CGPA

Technical Skills

HTML5 | CSS3 | C++ | JavaScript | TypeScript | Node.js | Express.js | Database SQL & NoSQL | MySQL & PostgreSQL | MongoDB | Redis | ORM's: Mongoose, Sequelize, Prisma | Aggregation Pipelines | REST APIs | Microservices | OAuth2.0 | JWT | Nginx | Docker | CI/CD | GitHub Actions | AWS EC2 | SSO | Web Sockets | Git & Github | Cocos Creator | WebGL | Three.js | 2D & 3D Games Development | Data Structures | Algorithms | OOP's | Database | Problem Solving

Experience

Someshwara Software Pvt. Ltd.

Software Engineer

Dec 2023 – Present

Bengaluru, Karnataka

- FitPlay Backend:** Developed a backend for an AI-based fitness game platform, including SSO auth., cross-device access, friendship, game playlist & leaderboard functionality, and an adherence system with daily point updates via cron jobs.
- ERP System:** Built a robust system to streamline **employee management** with features like check-in/check-out, timesheets, salary management, role-based access control, leave management, and event notifications.
- SSO System:** Implemented **Single Sign-On (SSO)** for multi-system apps using Node.js, Express.js, and MongoDB as a database, enabling centralized user authentication and seamless user access across applications.
- Rate Limiting:** Implemented **rate limiting** strategies in **Node.js** to restrict login attempts, prevent brute force attacks, and throttle matchmaking requests to mitigate abuse and avoid server overload.

ChicMic Technologies LLP

Associate Software Developer Intern

Jan 2023 – Sep 2023

Mohali, Punjab

- Session Manager:** Developed a package to manage user sessions with features like SSO login, secure token rotation, multi-device access, role-based auth., and session persistence, ensuring high performance and seamless integration.
- Game Backend Migration:** Migrated backend tasks to a multiplayer server, managing player auth., game state, asset replacement, and session control. Successfully transitioned the authentication service to Colyseus.
- Game Optimization:** Optimized the performance of a Cocos-developed game, reducing **CPU/GPU consumption** from **95%** to **30%** through an **80% optimization** effort. Also, conducted feature additions and bug fixes.
- Helen Doron:** Performed feature additions and resolved bugs in a platform consisting of **48+ games** in a single platform, developed in Cocos2dx, navigated complex codebase for future enhancements.

Projects

Air Hockey | Cocos Creator, Colyseus, Node.js, MongoDB, JWT

February 2024

- Developed a virtual air hockey game with Cocos Creator, featuring realistic physics and engaging gameplay, including single-player, local multiplayer, and online multiplayer modes.
- Integrated Colyseus for multiplayer support and JWT for secure user authentication, managing player data, room states, and ensuring seamless online interactions.

Single Sign-On (SSO) for Multi-System Apps | Node.js, Express.js, MongoDB, JWT

June 2024

- Implemented a Single Sign-On (SSO) mechanism allowing users to log in once and gain access to multiple applications without repeated logins.
- A centralized authentication server using JWT tokens to handle user authentication, redirecting unauthenticated users to the central SSO server, and verifying tokens upon return.

Position Of Responsibility

- Served as a student coordinator for **GU-IIC(MHRD)**, **CFC(CodeForCause)**, and **GSSoC'21**(GirlScript Summer of Code) clubs. Organized technical and entrepreneurial events on campus, sponsored by GU-IIC(MHRD), and promoted awareness about open-source contributions.
- As a student coordinator of local societies, we organized workshops on Open Source, Web Development, and DSA.

Achievements

- GFG** | Secured **Rank-2** at GFG Campus Portal.
- LeetCode** | Achieved **2 Star** rating on LeetCode.
- Solved over **250** DSA problems across diverse coding platforms like GFG, LeetCode, and Codeforces.