ANURAG PATHAK

+91-9450663363 | pathakanurag605@gmail.com | linkedin.com/in/anuragpathak0 |
github.com/ANURAG-PATHAK | leetcode.com/anurag__pathak | anuragpathak.vercel.app

🎓 EDUCATION

GL Bajaj Institute of Technology and Management	Greater Noida, India
Bachelor of Technology, Computer Science and Artificial Intelligence - (7.2 CGPA)	*2020 – 2024*

💼 EXPERIENCE

Myte	Remote, Australia
Frontend Developer	*December 2024 - Present*

- Working on **Arabanah Storefront** and **HSbookStore Storefront** using the tech-stack **Next.js, GraphQL, React, Saleor and Strapi CMS**

GrapeCity	Noida, India
Associate Software Engineer	*September 2024 - October 2024*

- **Improved** and **optimized** Wijmo Flexcharts UI components using **Javascript, Typescript, React**
- Added **keyboard accessibility** to Flexcharts' component, which were **SVG elements**, improving the **user experience**

Software Engineer Trainee   *February 2024 - September 2024*

- **Developed** and **optimized** Wijmo Flexgrid components using **JavaScript, TypeScript, React, Angular, Next, and Express**, enhancing application **performance by 20%**
- Contributed to developing **'Wijmo,'** an award-winning **JavaScript component**, **improving the functionality and user experience** through advanced coding techniques.
- Implemented new **data visualization features** in Wijmo Flexcharts, resulting in a **15% increase in user engagement**.

Software Engineer Intern   *September 2023 - February 2024*

- Worked on **UI component wijmo**. Created **features** in the calendar component and **migrated** calendar, grid, and charts from the class component to **react's functional component.**

🜉 PROJECTS

Chess Library | *Typescript, OOPS, Event-driven architecture, Node.js*   **Github** ⬈

- Engineered a robust **multiplayer chess library** in TypeScript, implementing numerous **classes** and **interfaces** to manage game state, piece behaviours, and board interactions, resulting in a **comprehensive and scalable solution**
- **Optimized file operations** for saving and loading game states, **reducing I/O operations** and **ensuring seamless game continuity and data integrity**
- Designed an **event-driven architecture** to handle game events such as piece movements and game-over conditions, enhancing user experience and responsiveness
- `API LINK` ⬈

Digital Mali | *Next, React, MongoDB, PayloadCMS, Tailwind CSS*   **Github** ⬈

- Digital Mali is a **high-quality marketplace** for gardening tools and plants, built with **React and TypeScript**
- Used modern tech stack including **Node.js, npm**, and other technologies.
- Key features include **email verification**, **authentication** via **Payload CMS**, and a clean UI using **shadcn-ui** with an **Admin Dashboard**
- `LIVE LINK` ⬈

🔧 TECHNICAL SKILLS

Core Skills: Problem-Solving, Data Structures and Algorithm, Computer Networks, Operating System, Database Management, Machine Learning, Data Analytics, Data Science, Artificial Intelligence
Languages: Javascript, Typescript, Python, C/C++, SQL, HTML/CSS, MongoDB
Frameworks: React, Node.js, Express, Next, Tailwind CSS, Material-UI, Moongose, Prisma ORM
Developer Tools: Git, Docker VS Code, GitHub, Postman