

ANURAG PATHAK

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EDUCATION

GL Bajaj Institute of Technology and Management
Bachelor of Technology, Computer Science and Engineering

Greater Noida, India
2020 – 2024

EXPERIENCE

GrapeCity

Noida, India

Associate Software Engineer

September 2024 - Present

- **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


Web OS | *Next, React, TailwindCSS,*

Github 


- Developed with a focus on **user experience**, WEB OS provides a **responsive interface** that mimics the intuitive design principles of Ubuntu OS, **enhancing accessibility** and **ease of navigation**.
- Techstacks used: **Next.js, React.js** and **Tailwind CSS**.
- **LIVE LINK** 


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

Languages: Javascript, Typescript, C/C++, SQL (Postgres), HTML/CSS, MongoDB

Frameworks: React, Node.js, Express, Next, Tailwind CSS, Material-UI, Moongose, Prisma ORM

Developer Tools: Git, Docker VS Code, GitHub, Postman