Anmol Mallikarjun Nemagouda

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Summary

Aspiring Software Developer pursuing a Master's in Computer Software Engineering, with industry experience and a diverse project portfolio in game and web technologies.

Skills

- **Programming:** C++, Java, Python, Prolog, MySQL, HTML, CSS, C, C#, JavaScript
- **Frameworks & Tools:** React Native, Android, Bootstrap, AWS, Unity, Unreal Engine, Git, GitHub.
- **Concepts & Methodologies:** Agile, Scrum, DSA, Cybersecurity (MFA), IAM, OOP, Software Testing

Professional Experience

Tata Consultancy Services   Jul 2020 – Jan 2023
Systems Engineer   Bengaluru, India

- Led a team of six engineers in maintaining and supporting cybersecurity tools, achieving 100% uptime for critical MFA platforms.
- Promoted from fresher to team lead in 18 months through rapid skill acquisition in MFA, systems maintenance, and product lifecycle management.
- Tested SmartCard products (e.g., Yubikey), resolving 50+ vulnerabilities before deployment.
- Helped migrate SmartCard service to cloud infrastructure, improving scalability by 40% and reducing costs by 25%.
- Managed SHELL's SmartCard server operations with 100% uptime and KPI compliance.
- Recognized by client for improving system reliability by 15% and ensuring 100% availability.

Education

Arizona State University   Jan 2024 – Dec 2025
M.S. Computer Software Engineering   **(GPA: 3.81)**   Tempe, AZ, USA
Relevant Coursework: Advanced DSA, Cloud Computing, Game Design and Development, Human-Computer Interaction, Mobile Systems.

Dr. Ambedkar Institute of Technology   Aug 2016 – May 2020
B.E. Information Science and Engineering   Bengaluru, India

Projects

Leap of Legends (Unity, C#, 3D Platformer)   Oct 2024 – Dec 2024

- Designed and developed a 3D side-scrolling platformer game using Unity; implemented physics-based movement and level design with custom and Unity Asset Store resources.
- Programmed interactive object behavior (e.g., moving platforms, collectibles, hazards) using C# scripts.
- Deployed game build locally and on GitHub for testing and feedback.

AI Agent Demo (Google Gemini, Python 3.12)   Jul 2025

- Developed an intelligent AI agent with advanced conversational capabilities using natural language processing, context awareness, and dynamic response generation.

Nintendo-Themed Portfolio Website (HTML, CSS, JavaScript)   July 2025

- Designed and developed a responsive, Nintendo-inspired personal portfolio website to showcase projects and technical skills.
- Implemented custom animations, hover effects, and dynamic project tiles using HTML, CSS, and vanilla JavaScript.
- Ensured cross-browser compatibility and mobile responsiveness using Flexbox and media queries.
- Deployed site via GitHub Pages and integrated external links to GitHub, LinkedIn, and featured project demos.

Compiler for custom Programming Language 'Porygn' (Prolog, Python)   Apr 2024 – May 2024

- Co-designed a lexical analyzer with Prolog and a parser/runtime environment with Python for a robust compiler.

Certifications

Problem Solving, Python Programming, and Video Games   Aug 2020
University of Alberta (via Coursera)
Course on computational thinking, algorithms, Python programming, and video game development.

Unreal Engine: Landscape Creation   Apr 2024
Edge Metaversity (Pearl Academy)
6-month bootcamp covering Unreal Engine fundamentals: asset creation, blueprints, scripting, and landscape design.

Responsive Web Design   Jul 2025
freeCodeCamp
Certification covering HTML5, CSS3, Flexbox, Grid, and accessibility with hands-on projects.