

ANMOL MALLIKARJUN NEMAGOUDA

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Summary

A dynamic SDE currently pursuing a Master's in Computer Software Engineering at ASU, with a comprehensive background in designing, developing, and optimizing robust software solutions. With deep expertise in algorithms, data structures, and modern programming paradigms across multiple languages and frameworks, I integrate my advanced academic insights to solve complex challenges and deliver scalable solutions in fast-paced, agile environments.

Skills

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

Professional Experience

Tata Consultancy Services

Jul 2020 – Jan 2023

Systems Engineer

Bengaluru, India

- Spearheaded an inexperienced team of six engineers in the maintenance, testing, and support of cybersecurity tools, achieving 100% system uptime for critical platforms.
- Accelerated career progression by advancing from fresher to team lead within 18 months, demonstrating rapid skill acquisition in cybersecurity (MFA), systems maintenance, and product lifecycle management.
- Executed rigorous testing of SmartCard platform products (e.g., Yubikey and online systems), identifying and resolving over 50 potential vulnerabilities prior to deployment.
- Key contributor to the migration of the SmartCard service from on-premises to a cloud-based infrastructure, enhancing scalability by 40%, reducing maintenance costs by 25%, and boosting overall system uptime.
- Directed server infrastructure operations for SHELL's SmartCard services, maintaining 100% availability while consistently meeting all key performance indicators.

Other Work Experience

Arizona State University

Sep 2024 – Present

Software Engineering tutor

- Delivered personalized one-on-one mentoring that reduced students' problem-solving time by 20%, leading to enhanced comprehension and higher course performance as reflected in student feedback.

Education

Arizona State University

Jan 2024 – Dec 2025

M.S. Computer Software Engineering

Tempe, AZ, USA

Relevant Coursework: Advanced Data Structures and Algorithms, Cloud Computing, Game Design, 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#)

Oct 2024 – Dec 2024

- Leveraged tools in Unity to develop levels for a 3D Platformer with integration of assets from the Unity store.
- Enhanced interactivity with the use of C# for scripting of object behavior and movement.

Compiler for custom Programming Language 'Porygn' (Prolog, Python)

Apr 2024 – May 2024

- Co-designed a lexical analyzer using Prolog and a parser and runtime environment using Python to make a robust Compiler.

Achievements & Awards

- Earned client recognition for exceptional performance in 2022, contributing to a 15% improvement in overall system reliability and customer satisfaction and 100