ANUPAM SINGH

PRINCIPAL SOFTWARE ENGINEER

CONTACTS

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ABOUT ME

As a seasoned software engineer and technology leader, I bring a wealth of expertise to the table, with a robust skill set that encompasses ideation, prototyping, algorithm development, and comprehensive product development. My specialization in fullstack development is underpinned by a deep understanding of software architecture. design, and development. With an extensive background in the field, I have honed my proficiency in a diverse range of programming languages and frameworks, enabling me to craft versatile and robust software solutions adept at meeting any challenge. My technical acumen is complemented by a fervent passion for excellence, which propels me to consistently achieve exceptional results in every endeavor

EDUCATION

I pursue.

BACHELOR OF TECHNOLOGY

Indian Institute Of Technology Kharagpur, Kharagpur, India 2006

Computer Science and Engineering

SKILLS	
Java	
C++	
С	
Python	
React	
JavaScript	
TypeScript	
Android	
OpenGL	
AWS	
Azure	
Google Cloud	

Firebase

PostgreSQL

Kubernetes

WORK EXPERIENCE

PRINCIPAL SOFTWARE ENGINEER

OCT - 2019

Indifair Technologies, Noida

PRESENT

- Conducted comprehensive technology evaluations, focusing on backend, frontend, and search capabilities, ensuring selection based on feature-richness, user-friendliness, scalability, and extensibility.
- · Spearheaded the architecture and design of backend, frontend, and search functionalities, delivering both high-level and lowlevel

design blueprints, along with wireframes that transitioned into robust class structures.

- Engineered the backend infrastructure utilizing Java, Spring Boot, PostgreSQL, and Elasticsearch, optimizing for performance and reliability.
- · Developed and implemented RESTful APIs to seamlessly expose backend services.
- · Crafted dynamic user interfaces employing React, enhancing user experience and interface responsiveness.

SENIOR LEAD SOFTWARE ENGINEER

JUN - 2015

SEP - 2019

Letslink, Noida

- · Spearheaded architecture and design of comprehensive app and backend solutions, including high-level and low-level design documentation and wireframe creation.
- · Expertly developed Android applications utilizing Java and leveraged Android Studio integrated with Gradle for streamlined app development processes.
- Implemented robust SMS-based authentication mechanisms using Google Firebase for enhanced security.
- Engineered a scalable backend infrastructure with Google Firebase and Firestore, ensuring efficient data management and
- · Designed and maintained a real-time database in Google Firebase to store and manage social media content, including contacts, profiles, posts, likes, and comments.
- · Optimized storage and retrieval of multimedia content, such as videos and images, using Google Firestore for high-performance data handling.

LEAD SOFTWARE ENGINEER

JUN - 2012

Tulicotech, Noida

MAY - 2015

- · Spearheaded the architecture and design of a robust framework, ensuring a solid foundation for system development.
- · Crafted both high-level and low-level design documents to quide cohesive software construction.
- · Engineered the framework's core, seamlessly integrating a third-party HTML parser to enhance functionality.
- Innovated and deployed an efficient page caching algorithm, optimizing performance within the framework.

LEAD SOFTWARE ENGINEER

OCT - 2011 MAY - 2012

Samsung Electronics, Noida

· Engineered an OpenGL ES-based backend for the Cairo rendering library on Qualcomm Mali SoC, achieving significant runtime performance boosts for Samsung Smart TV applications.

SENIOR SOFTWARE ENGINEER

DEC - 2008 SEP - 2011

Intellyweb, Pune

- · Pioneered a cutting-edge adaptive multimedia streaming algorithm to enhance performance across fluctuating network environments through dynamic bit rate adjustment.
- Led the strategic development and execution of a resilient adaptive multimedia streaming module, guaranteeing uninterrupted media delivery.

SOFTWARE ENGINEER

AUG - 2006

NOV - 2008

Nvidia, Pune

- · Engineered an innovative object code section for Nvidia graphics compiler to facilitate just-in-time compilation on resource-constrained embedded devices.
- · Spearheaded the development of frontend, code optimizer, and backend components for Nvidia graphics and CUDA compilers. · Crafted advanced graphics applications utilizing OpenGL and