

ANOOP A

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OBJECTIVE

Backend software engineer with a proven track record in designing and optimizing scalable systems. Seeking opportunities to leverage expertise in Core-Java, Spring boot, Angular, Nodejs and python technologies to drive impactful solutions and contribute to dynamic development teams.

ACADEMIC QUALIFICATIONS

Qualification	Institution	Year	Percentage/GPA
12 th grade (CBSE)	K.V MEG and center	2016	78%
Bachelor of Engineering in Computer Science	VTU	2020	7.9 GPA
Postgraduate in Enterprise Software Development	Humber	2024 (expected)	

WORK EXPERIENCE

Verifone (2022- 2024)

Software Development Engineer working and contributing towards VeriFone's device management **microservice** in the **payment's ecosystem**.

- Built enhancements and contributed towards **performance improvement** to the spring project which resulted in a **20% lower response times**.
- Implemented metadata **caching** across the project which improved scalability and resource efficiency.
- Swiftly resolved **technical issues** within production environments. Collaborating effectively with teams and customers to minimize downtime and **optimize system performance**. Involved in **incident management**, **root cause analysis**, and continuous improvement initiatives.
- Bug identification and resolution based on priority either from production or backlog using **CI/CD** tools.

Wonderslate Technologies (2021-2022)

Software Development Engineer in leading **Ed-tech** business with a high focus on interactive **E-learning**.

- Building features to improve student's user experience. Built **caching** and groups functionality from scratch using **MVC spring** application and **native JS** which were **responsive**.
- Built **plug** and **play** templates using native JS, HTML and SCSS libraries from scratch for multiple clients.

INTERNSHIP

Company: Yoska Technologies (January 2020 - October 2020)

Full stack engineer for a system which is designed for athletes and provides multiple features to coaches and athletes alike pertaining to meal plans, fitness and tournaments in the fit tech world. Designed using **AngularJS** and **Grails (MVC) framework**.

TECHNICAL SKILLS

Languages: Java 8.0+, Python, PHP, Groovy, Typescript, C, C++

Web Technologies: HTML5, JavaScript, HTML5, CSS, Spring Boot (MVC), Maven, Redis, Hibernate, Kafka, NodeJS, MEAN

Mobile Technologies: Xcode, Swift, Playground

Operating System: Windows, Linux, Mac

Databases: MySQL, MSSQL, MongoDB, PSQL

IDE: NetBeans, IntelliJ, Eclipse, VS code

Bug Tracking Tools: JIRA, BugZilla

Performance Testing Tools: Jmeter

API Testing: Postman, CURL

CI/CD Tools: Jenkins

Version Control: Git, BitBucket

Methodology: AGILE

ACTIVITIES AND INTERESTS

1. Enjoy playing Video games (FPS, RPG, Action, Adventure, Strategy)
2. Passionate musician (Singing and playing violin)
3. Fitness enthusiast