

SHIVANSHU GUPTA

shivanshugupta@gmail.com ◇ [Linkedin](#) ◇ [Github](#) ◇ [LeetCode](#)

SKILLS

Languages C++, Dart, C, Python, Javascript, Typescript
Technologies Flutter, MERN (MongoDB, Express, React, Node.js), Next.js, Firebase, Appwrite, Socket.io
Familiar With gRPC, Typesense, HTML, CSS, Jaspr, Unity, Kotlin, MySQL, Bash Script, Docker

EDUCATION

Indian Institute of Information Technology, Raichur Dec 2021 - 2025
B. Tech Computer Science and Engineering CGPA: 9.1

EXPERIENCE

Software Developer at [Royal Caribbean Group](#) Mar 2025 - Present
Technologies: Node.js, React, Next.js, Deno, MongoDB, Redis, Docker, Typesense, WebOS, gRPC

- **Backend as a Service:** Developed a scalable, extensible, secure BaaS to accelerate time-to-market, providing,
 - Real-time Database Event Subscriptions
 - Extend the backend with Custom Serverless Functions (cron jobs, webhooks, etc.)
 - A powerful query engine supporting complex queries, aggregations, and full-/partial-/fuzzy-text search
 - A Frontend SDK with API documentation
 - Built-in caching and flexible permissions
 - Security features such as API keys, sessions, cost-based rate limiting, and more.
- **Next-Gen TV:** Spearheaded the development of a next-generation TV system for **Royal Caribbean Group**, enabling remote fleet-wide control, real-time analytics, and infrastructure automation.
 - Engineered a remotely manageable TV ecosystem with real-time analytics and automated infrastructure tailored for cruise environments.
 - Built an in-house video streaming service, significantly reducing licensing costs—saving millions.
 - Navigated limitations of Tizen/WebOS TVs by iteratively migrating the tech stack, optimizing for support, performance, and stability on embedded systems.
 - Developed a feature-rich dashboard for remote TV management, issue resolution, logging, and analytics.
 - Integrated key functionalities including ship-to-guest messaging, live/multicast video streaming, itinerary management, and connectivity with cruise operations systems.

Contract Developer at [NGIS Pro](#) Feb 2024 - Feb 2025
Technologies: Flutter, Node.js, Python, TizenOS, WebOS, Appwrite, Supabase, Docker

- **Televolution:** Led the development of a cruise TV system with remote management, analytics, and automated infrastructure, ensuring ship-to-shore synchronization.
 - Developed UIs using **Flutter**, **Flutter-Tizen**, **React**, **Jaspr**, and finally **Next.js**, backed by **Appwrite**; built a **Node.js** middle server for third-party integrations, and created a dashboard for remote TV control, issue resolution, logging, and analytics.
 - Automated infrastructure setup using Bash and Python scripts; implemented ship-to-shore sync logic and replaced HTTP polling with **WebSockets**, reducing network overhead by **95%**.
- **RecruitPick:** A platform similar to LinkedIn, but for the sports community.
 - Aimed at addressing talent recruitment challenges by connecting sports companies with potential recruits.
 - The app ([Android](#) & [iOS](#)) is currently in BETA and has over 150 users.

SDE Intern at Stoild Private Limited

Dec 2023 - Feb 2024

Technologies: Flutter, Node.js, Express, MongoDB, WebRTC, Socket.io, Web Scraping

- Developed a live streaming and gaming application using **Flutter**, implementing **WebRTC** architecture from scratch and managing ICE candidates and SDP with a **Node.js** signaling server.
- Designed and implemented the backend using **Node.js** and **MongoDB**.
- Implemented web scraping techniques to automate data extraction tasks.

Flutter Intern at IIIT Raichur (Github)

June - Aug 2023

Technologies: Flutter, Firebase

- Developed an application for seamless attendance management, complaint reporting with updates, and chat functionality. Streamlined requests for vehicles, mess, and other services using Flutter and Firebase.
- Aimed to digitalize all paperwork related to hostel management.

OPEN SOURCE CONTRIBUTION

Gazelle - Dart Backend Framework: Contributed to the CLI by implementing hot-reload using Dart VM, resolving cross-platform issues, fixing bugs, and adding features to enhance usability. [PR](#)

PROJECTS

Remote App (Github) *Technologies: Flutter, Python, UDP Sockets*

May 2023

- A smartphone app to fully control your PC on the same network remotely.
- Seamlessly control PC's keyboard and mouse from mobile.
- Real-time feedback via screenshots.

Judge (Github) *Technologies: Python*

Apr 2023

- Coding Assignment Checker with a plagiarism detector.
- Uses doctools as its plagiarism checker.
- Supports C, C++ and Python, but can easily be extended for other programming languages.

Steps Recorder (Github) *Technologies: Flutter, Python*

Oct 2023

- Designed and developed a desktop app to record user actions as scripts, enabling users to edit and replay them, streamlining repetitive and meticulous tasks.

snIIITcheR (Academic Project) *Technologies: Unity, Photon Engine*

May 2022

- An online multiplayer game inspired by the well-known game "Among Us" made with **Unity** & **Photon Engine**.

Trans_Flutter

- A **CLI** driven tool that scans your Flutter codebase, translates all strings into multiple languages at compile time, and automates internationalization with minimal setup.

AWARDS AND ACHIEVEMENTS

- Secured [Rank 1](#) among all first-year students and 5th place institute-wide in the CodeRush Coding Challenge at IIIT Raichur.

POSITIONS OF RESPONSIBILITY - IIIT RAICHUR

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|---|-----------------------|
| • SciTech Secretary | March 2023 - Nov 2023 |
| • CodeSoc Coordinator | Oct 2022 - March 2023 |
| • Google Developer Student Club Lead | Aug 2022 - Aug 2023 |
| • Competitive Programming Lead - Google DSC | Aug 2022 - Aug 2023 |
| • Teaching Assistant | Mar 2023 - Dec 2023 |