Sidd Gupta

Full Stack Developer

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Engineering Leader & Full Stack Developer with 10+ years of experience building high-quality, user-focused software. Proven success leading cross-functional teams, modernizing legacy systems, and delivering impactful product enhancements across web platforms. Known for bridging engineering, product, and design to create cohesive, scalable solutions.

Skills

Frontend: TypeScript, JavaScript, HTML5, CSS, SASS, SCSS, React, Redux Toolkit, Angular, Material UI, i18next, Storybook, Webpack, Vite, Yarn, npm, Figma

Backend: Python, C#, C++, C, PHP, SQL, GraphQL, JSON, XML, Django, Node.js, MSSQL

Cloud & CI/CD: AWS, MS Azure, GCP, Docker, Kubernetes, GitLab CI/CD, GitHub Actions, TeamCity

Testing: Jest, React Testing Library

Developer Tools & Workflow: VS Code, Visual Studio, Git, Jira, ConfigCat

Additional Technical Experience: Prototyped AI systems in Unity using FSMs, behavior trees, Reynold's steering behaviors, minimax search, and genetic algorithms

Work Experience

Xcellent Technology Solutions

Modernized client facing HydroAdd3D SPA and updated backend infrastructure for the same.

***Software Engineer** - HydroAdd3D*   Nov 2024 - Present

- Modernized SPA frontend using React, GraphQL, and Material UI.
- Enhanced backend performance by 15% through Django optimizations.
- Migrated from Create-React-App to Vite, and updated the build process in GitLab CI/CD.
- Upgraded core app framework to meet modern security and usability standards.

MakeMusic, Inc

Adapted to major technology pivots while focusing on improving software architecture and processes, enabling the team's ability to deliver better products.

***Software Engineer** - Finale, Compose, and Sight Reading Studio*   Apr 2021 - Aug 2024

- Led cross-functional teams as Technical Lead to deliver high-impact feature updates and UI improvements.
- Migrated Compose and Sight Reading Studio to React/Redux Toolkit (TypeScript) from Ember.js.
- Scoped and assessed features with PM for 5,000+ users
- Improved accessibility and usability with design/product, boosting engagement by 10%.
- Designed and implemented scalable systems: localization, notifications, and error handling.
- Implemented reusable components to an organization-wide design system.
- Defined and revised REST APIs for integrating with MusicArchitect, reducing integration time by 20%, benefiting both internal and external partners.
- Reduced legacy C++ code in Finale by 10% and improved performance by 18%.
- Managed AWS-based product deployment workflows and coordinated global releases with vendors.

Energy & Geoscience Institute

Sole developer responsible for processing massive amounts of raw data and delivered digestible results that enabled institute-critical research by petroleum geologists.

Lead Software Developer - *iCORDS* and *EGIConnect*   Nov 2019 - Oct 2020

- Re-architected infrastructure with Docker and Kubernetes to improve fault tolerance.
- Assessed the OSDU platform and adapted iCORDS functionality into it.
- Migrated SQL logic to a JSON-based AWS system, improving retrieval times by 30%.

Software Developer - *iCORDS*   May 2016 - Nov 2019

- Processed data from 30,000+ offshore wells across 2,500+ data types for 200+ users via SQL
- Improved Azure SQL performance by 15%.
- Delivered UI and feature enhancements in C# and AngularJS based on user feedback.

Tiered World Studios

Built SPAs to aid low-income Hispanic families make educated lifestyle choices.

Lead Engineer - *Untitled Recipe Game and Padre a Padre*   Sep 2015 - May 2016

- Built Unity-based AR mobile game framework using C#.
- Developed SPA infrastructure for Padre a Padre.
- Collaborated across disciplines to manage design risks and scope.

Retro Yeti Games

Using new, cutting edge game engine tech, developed a game to full release on Steam.

Lead Engineer - *404Sight*   May 2014 - May 2015

- Optimized the game, reducing size by 90%, and a large increase in performance.
- Integrated Valve Steamworks SDK with Unreal Engine 4.
- Led a team of engineers through the use of consistent code workflows and reviews.

Gameplay Engineer - *404Sight*   Jan 2014 - May 2014

- Established workflows for the team during early Unreal Engine 4 adoption.
- Collaborated with creative leads to implement and iterate core gameplay features.
- Implemented data analytics system to allow design to analyze issues or improvements to user experience.

Education

University of Utah   Aug 2013 - May 2015
Master of Science in Computing - Entertainment Arts and Engineering