ANURAG GOTETY
Software Engineer
Full-Stack | AI/ML | UI/UX| Data Structures

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LinkedIn | Portfolio

SUMMARY: Full Stack Engineer specializing in AI/ML and UI/UX design with a strong focus on performance and modular architectures.

EDUCATION

INDIANA UNIVERSITY, BLOOMINGTON **May 2024**
Bachelor of Science (B.S) in Computer Science, *Luddy School of Informatics, Computing, and Engineering,*
Concentration: Game Programming
Bachelor of Arts (B.A) in Film and Digital Production, *IU Media School,*
Concentration: Narrative Filmmaking

EXPERIENCE

1. Full-Stack Developer, *ARDI Global LLC* - Stockholm **Aug 2024 – Present**
A platform for tech-driven adventure games designed for corporate and private events.
- Developed ARDI, a React Native location-based investigation game blending escape rooms, treasure hunts, and geocaching, where players uncover clues, solve riddles, and unravel mysteries in cities worldwide.
- Engineered a scalable, API-driven app with a Component-Based UI, Context API, and dynamic server-driven rendering, optimizing performance with React Hooks, lazy loading, and a secure multi-step Stripe booking system.
- Built UI from scratch using Material Design principles, developing reusable React components and integrating animations, interactive elements, and Google Sign-In for a seamless experience.
- Led UX design enhancements, applying Flat Design principles and functional UX methodologies to optimize user flows, accessibility, and engagement.
- Developed immersive AR gameplay using ViroReact, incorporating real-time object tracking and interactive 3D elements to elevate user engagement

2. Designer and Programmer, *Portal Defender, 2D space shooter with rotational mechanics***(portfolio)** **Aug - Dec 2023**
- Created wireframes and high-fidelity prototypes for game's HUD, main menus, settings, and notifications
- Simulated 2D blackhole gravity with real-world physics calculations to create more engaging player experience
- Utilized **Unity** to implement dynamic UI elements, improving load times by 15%

3. Programmer, Druor LLC -*Erin and the Otherworld* **(portfolio)** **Aug 2022 – May 2023**
- Led development of UI systems in team of 12, worked closely with art team to maintain visual consistency
- Developed and prototyped menu system with audio-visual controls and a tutorial screen
- Implemented **responsive UI** design, ensuring seamless experience across devices and screen sizes
- **Rigorous user testing** and debugging to reduce bug reports by 30%

4. CampusVision, *image Classification with **CNNs*** **April 2024**
- Implemented Convolutional Neural Networks using TensorFlow Keras to classify campus images.
- Explored convolution, ReLU activation, pooling, and flattening to define model architecture.
- Enhanced model generalization with image augmentation and split datasets for accuracy evaluation.
- Trained CNN models on labeled images, validating their ability to accurately identify IU campus through prediction.

5. Confetti Cuisine, *platform to explore recipes and sign up for cooking classes and newsletters* **May 2024**
- Developed **Express.js** app with **MongoDB + Mongoose** for data management and user authentication via Passport.js
- Designed and implemented interactive UI elements using Socket.io, including real-time chat, visual alerts, and flash messaging, ensuring a dynamic and engaging user experience.

6. Learning Log, *online journal system, using **Django**.* **Aug 2023**
- Digital platform for users to log and track newly acquired skills
- Integrated Django to create unified web/mobile platform and to ensure secure and efficient data management.

TECHNICAL SKILLS

Languages: Java, Python, C, C#, Javascript, HL/SL, HTML, Blueprints, SQL, Typescript, CSS, Kotlin	**Software**: React Native, Adobe Suite, Autodesk Maya, MongoDB, Django, Laravel, TensorFlow, Eloquent ORM, AWS	**Platforms**: Windows, Linux, Mac-OS **Others**: Android Studio, Next.js, Node.js, Angular, Express.js, Bootstrap, React