# **ANURAG GOTETY**

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

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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 Diango to create unified web/mobile platform and to ensure secure and efficient data management.

### **TECHNICAL SKILLS**

<u>Languages</u>: Java, Python, C, C#, Javascript, HL/SL, HTML, Blueprints, SQL, Typescript, CSS, Kotlin

<u>Software</u>: React Native, Adobe Suite, Autodesk Maya, MongoDB, Django, Laravel, TensorFlow, Eloquent ORM, AWS

<u>Platforms</u>: Windows, Linux, Mac-OS <u>Others</u>: Android Studio, Next.js, Node.js, Angular, Express.js, Bootstrap, React