

Animesh Srivastava

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Education

University of Southern California Los Angeles, USA Master of Science in Computer Science (GPA: 3.6/4)	August 2023 – May 2025
MS Ramaiah University of Applied Sciences Bangalore, India Bachelor of Technology in Computer Science and Engineering (GPA: 3.67/4)	August 2017 – June 2021

Work Experience

Software Engineer and Researcher, Easley Dunn Productions Los Angeles, USA • Built a VR surgical-training prototype in Unity (C#) with session record-and-replay using a JSON-based format for trainer analytics. • Designed diegetic floating UI with interaction analytics, increasing UI engagement by approx 20%, and improving task flow.	June 2025 – Present
Full Stack Software Engineer(Founding Engineer), Redvest Los Angeles, USA • Reduced financial data latency by 40% by building multithreaded Python data pipelines and optimizing Firebase ingestion. • Built and deployed internal analytics dashboards using React and Node/Python backend services, containerized with Docker and orchestrated on AWS EKS to support scalable KPI monitoring, reducing manual data checks by 60% . • Led core feature development across 30+ Github PRs , boosting user engagement by 20% & presented at TechCrunch Disrupt 2024 .	May 2024 – October 2024
Software Engineer, American Express(via TCS) Bangalore, India Worked on two projects, IDL (Indian Data Localization) and Travel and Lifestyle Services • Built data ingestion and transformation pipelines using Python, PySpark, PL/SQL, and SQL , processing multi-source financial data with 100% daily load accuracy across OFSAA, MySQL, and MongoDB. • Automated RBI-compliant data localization validations by migrating 30+ regulatory guidelines , reducing compliance risk by 50% . • Optimized PL/SQL, ETL, & data quality checks across Hive & Oracle , improving consistency across Silver, Gold, & Platinum production layers. • Developed internal REST APIs and automation tools in Java , supporting 50K+ daily transactions and saving 20+ hours/week . • Improved production stability by automating ingestion monitoring & SQL job validation , reducing recurring failures and downtime.	January 2021 – July 2023

Projects

Animatrix AI Agent - Product Review Aggregator • Designed and built Python backend services to ingest, normalize, and store external product data using SerpAPI into a Postgres (Supabase) pipeline. • Implemented Redis -backed worker queues for parallel scraping, retries, and task orchestration, enabling scalable product analysis and data enrichment. • Integrated structured storage of product metadata and LLM summaries in MongoDB and designed the system to support new data sources without disrupting existing workflows.	
Contortion – 2D Platformer Game  • Designed gravity and environment-manipulation mechanics, integrated real-time analytics with Firebase and Python to track player behaviors and tuned levels using data-driven playtests.	
US Stock Market Portfolio  • Built full-stack platform using React and Node designing REST APIs for real-time stock market data and optimizing MongoDB queries cutting API response time by 20%. • Developed shared backend services, deployed on AWS (EC2/S3/CloudFront) and built a companion Android app, ensuring consistent cross-platform behavior between Web and Android app.	

Research Papers

- Trip Planner and Recommender using Flutter and Tensorflow - "IEEE"
- Conceptual Model Simulation to Detect and Report City Traffic Violations Using Distributed Intelligent Agents - "IEEE"

Skills

Languages & Frameworks: Python, Java, JavaScript, TypeScript, C/C++, Dart, React.js, Node.js, Express.js, Flask, Django, HTML, CSS
Database: MySQL, PL/SQL, MongoDB, Redis(Caching, Queuing), PostgreSQL, Hive, Spark, NoSQL, DynamoDB, Firebase, Qdrant
AI & ML: Strands, LangGraph, LangChain, RAG, Agentic AI, TensorFlow
Cloud & DevOps: AWS(EKS, EC2, S3, Lambda), Google Cloud(App Engine), Docker, GitHub Actions, REST APIs, GraphQL, OFSAA, Git
Mobile and Game Development: Android(Java, Android Studio), React Native, Unity, C#, Flutter, Figma