

Animesh Srivastava

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Education

University of Southern California, Master of Science in Computer Science (GPA: 3.5/4)	August 2023 – May 2025 Los Angeles, USA
MS Ramaiah University of Applied Sciences, Bachelor of Technology in Computer Science and Engineering (GPA: 3.67/4)	August 2017 – June 2021 Bangalore, India

Professional Experience

Software Development Engineer Intern, Redvest	May 2024 – October 2024 Los Angeles, USA
<ul style="list-style-type: none">Designed and implemented scalable financial data pipelines using Python multithreading and Firebase, reducing distributed systems' data processing latency by 40%.Built a React-based analytics dashboard to visualize real-time financial metrics, improving operational efficiency.Led a team to streamline development workflows, managing 30+ repository merges on Github and delivering projects on schedule.	
Backend Developer, Tata Consultancy Services (TCS)	January 2021 – July 2023 Bangalore, India
Client: American Express(AMEX) - Worked on two projects, IDL (Indian Data Localization) & Travel and Lifestyle Services	
<ul style="list-style-type: none">Enhanced regulatory compliance by reducing data risks by 50% using OFSAA and PL/SQL to validate and migrate 30+ guidelines onto IDL local servers.Automated report retrieval, data comparison, and discrepancy resolution with Java, saving 20 hours per week of manual work. Ensured fault-tolerant server communication and migration using Putty and PL/SQL.Designed efficient ETL pipelines using PySpark, Python, and PL/SQL for data handling, performing transformations and aggregations with MongoDB queries for optimized processing and 100% accuracy.Resolved MySQL job failures and implemented JSON path validation for precise file ingestion, improving data processing reliability and accuracy.Developed 5 backend features to enhance user experience and monitored SQL jobs in the production environment to ensure reliability and minimize downtime.	
Mobile App Developer Intern, Ungrezi	September 2020 – November 2020 Bangalore, India
<ul style="list-style-type: none">Developed intuitive authentication and flashcard pages using Figma designs and implemented them into functional user interfaces with Flutter, enhancing user experience and app performance by 30%.Led the deployment of Firebase Authentication API and integrated Google Sign-In for the Flipping app(English Learning App), which increased account access speeds by 60%.	

Projects

Contortion – 2D Platformer Game Unity, C#, Firebase 	October 2024 – December 2024
<ul style="list-style-type: none">Designed and developed core game mechanics, including gravity manipulation, teleportation, and dynamic obstacles, using Unity and C#.Integrated real-time analytics with Firebase and Python, tracking player interactions, deaths, and level progression for data-driven improvements.Optimized UI/UX and level design through iterative playtesting, enhancing game balance, engagement, and user experience.	
US Stock Market Portfolio React.js, Express.js, Node.js, Bootstrap, MongoDB, Android, GCP 	March 2024 – March 2024
<ul style="list-style-type: none">Built a responsive, full-stack stock market analysis platform leveraging React.js, Bootstrap, and Node.js, enabling seamless integration of real-time stock data with MongoDB.Implemented RESTful APIs in the backend for real-time updates on price history, market trends, and user-specific portfolio tracking, enhancing usability and system reliability.Developed an Android application 'Stocks' in Java using the same Node.js backend. (Link to the App)	
US Stock Details JavaScript, jQuery, Flask, Python, Ajax, HTML & CSS, GCP 	February 2024 – February 2024
<ul style="list-style-type: none">Developed a dynamic website for US stock information utilizing JavaScript, jQuery, HTML, and CSS to facilitate real-time stock data retrieval.Implemented Flask to interact with the Finnhub API on the back end, enabling efficient processing of stock details based on user inputs.Utilized AJAX in JavaScript to seamlessly update the front end, providing users with live stock information including news, charts, company details, and prices, thereby enhancing the user experience.	
Trip Planner and Recommender using Flutter and Tensorflow, Flutter, TensorFlow, Python	January 2021 – June 2021
"Published research paper at IEEE" 	
<ul style="list-style-type: none">Scraped TripAdvisor data & utilized ETL techniques & developed a trip-planning recommendation system using TensorFlow and collaborative & content-based filtering techniques, delivering highly personalized suggestions based on user preferences.Designed and deployed a Flutter-based app with a seamless interface, integrating the recommendation model to provide tailored suggestions based on individual preferences and interests. Incorporated user feedback for a cohesive and visually appealing experience. (Link to the App)	
A Conceptual Model Simulation to Detect and Report City Traffic Violations Using Distributed Intelligent Agents, "Published research paper at IEEE" Java, MySQL 	February 2020 – July 2020
<ul style="list-style-type: none">Designed a simulation model in Java for detecting and reporting traffic violations in real-time using the multi-threading concept, integrating it with MySQL for scalable database support enabling automatic updating of traffic violation records.	

Skills

Programming Languages: Java, Dart, C, C++, Python, JavaScript, TypeScript
Mobile Application Development: Flutter, Java, React Native, Android Studio
Web Development, Libraries/Framework: HTML, CSS, XML, Node.js & ExpressJS, Angular, React.js, Flask, Django, jQuery
Game Development: Unity, C#
Database & Tools: MySQL, PL/SQL, Firebase, Hive & Spark, OFSAA, Hadoop, MongoDB, DynamoDB
Cloud Platforms: AWS, Google Cloud, Git, Photoshop, Figma, Jira
Methodologies: Agile, Scrum, CI/CD Pipelines