

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	June 2025 – Present
• 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.	
Full Stack Software Engineer(Founding Engineer), Redvest Los Angeles, USA	May 2024 – October 2024
• 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 .	
Software Engineer, American Express(via TCS) Bangalore, India	January 2021 – July 2023
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.	

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.

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.

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.

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(Android Studio), React Native, Unity, C#, Flutter, Figma