

Animesh Srivastava

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Education

University of Southern California, Master of Science in Computer Science (GPA: 3.6/4)	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

Founding Engineer, 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 define MVP features aligned with investor and user needs, streamline development workflows, and manage 30+ GitHub repository merges for on-time delivery.Represented Redvest at TechCrunch Disrupt 2024, showcasing the platform to investors and early adopters, increasing visibility and generating user interest.	
Backend Developer, American Express	January 2021 – July 2023 Bangalore, India
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 OFSA 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 for optimized processing and 100% accuracy and deployed the pipeline through Github Actions.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, GitHub	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,MongoDB,Android,GCP, jQuery,Flask,AWS	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 and deployed the application on AWS.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 ensuring cross-platform accessibility. (Link to the App)Prior to the React version, engineered a dynamic stock data web app using Flask and jQuery, integrating with the Finnhub API and deployed on GCP. Leveraged AJAX for real-time updates on charts, news, and prices, laying the foundation for the React-based system.	
Trip Planner and Recommender using Flutter and Tensorflow, Flutter, TensorFlow, Python	January 2021 – June 2021
<i>"Published research paper at IEEE"</i>	
<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(GitHub Actions, Docker)