Anmol Chabbra

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Education

Concordia University   2022-2023
Masters in Applied Computer Science (GPA: 3.79)   *Montreal, Quebec*
- **Courses:** Problem Solving, Distributed System Designs, Computer Networks, Algorithms
- **Honors:** Invited to join Gold Key International Honor Society for academic excellence

Experience

ChicMic, Mohali, India   August 2020 – June 2022
Associate Software Developer
- Developed games with more than 300,000 downloads, leveraging Firebase for seamless user engagement, real-time analytics, and efficient cloud-based storage.
- Leveraged advanced asynchronous programming techniques to significantly enhance the performance of the app. Implemented efficient API callbacks, resulting in a remarkable 30% improvement in app performance.
- Embraced Test Driven Development (TDD) principles to ensure robust and reliable software solutions.
- Designed, developed, and integrated APIs and microservices to optimize system performance and modularity.
- Orchestrated seamless event synchronization and implemented multiplayer capabilities while leveraging Docker and Kubernetes to enhance scalability and efficiently manage the networking environment.

ChicMic, Mohali, India   January 2020 – July 2020
Software Developer Intern
- Crafted AI algorithms, enhancing user engagement and overall gaming experience by 40% .
- Applied agile methodologies, fostering seamless collaboration with artists, UI/UX designers, and the testing team, resulting in a 20% increase in project efficiency and timely delivery of high-quality outcomes.

Projects

Property Management System | *Advanced Programming Practices* ⚲
- Applied design patterns, such as MVC and Observer, for modular and user-centric solutions.
- Utilized Java threading concepts for efficient multitasking and improved application responsiveness.
- Implemented comprehensive JUnit tests to ensure robust functionality and validate critical components.

cURL implementation with Selective ARQ | *Computer Networks* ⚲
- Led the implementation of a UDP-based networking system using Selective Repeat ARQ.
- Overcame challenges of unreliability.
- Implemented TCP-like handshaking and simulated network conditions for robust data transmission.

Battle Box - Rapid War | *Strategy game in Unity* ⚲
- Built a strategy and multiplayer game using the Photon multiplayer engine in Unity.
- Engineered REST APIs to store player scores, data, and scriptable objects, contributing to the development and enhancement of gaming functionalities.
- Designed Game AI and implemented probabilistic-based card distribution logic.

Exploring Distributed Systems | *Distributed System Design*
- Collaborated on a team project showcasing the synergy of Docker and Kubernetes, highlighting key features such as scalability, resilience, and load balancing.
- Demonstrated Kubernetes capabilities, leading to a 30% improvement in system scalability and resilience.

E-Commerce Website ⚲
- Proven expertise in full-stack development, encompassing .Net Web API, React SPA, Entity Framework, ASP.NET Identity, React Router, Material Design, React Hook Form.
- Implemented advanced functionalities like payment integration and deployment on Heroku.

Technical Skills

Markup Languages: HTML5, CSS
Programming Languages: Java, C#, C++, SQL, JavaScript, Python, Erlang
Frameworks/Platforms:React, SpringBoot, .net, Node.js, Angular, Unity3D
Other Tools and Libraries: SourceTree, Docker, Git, Kubernetes, Junit, MySQL, IntelliJ, AWS, Azure, Pandas, Spark Basics, SonarQube, jQuery, MongoDB, Android Studio
APIs and Data Formats: HTTP, REST, JSON
Programming Paradigms: Object-Oriented Programming, Functional Programming (FP), MVC, Singleton, Factory, Observer, SOLID principles