

Anshuman Singh

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EXPERIENCE

Aryaka Networks

Software Engineer

Bangalore, IN

Aug. 2020 – Present

- Responsible for Development and optimization of ANMC(Operator Portal) by analyzing and improving backend and frontend code.
- Developed web applications based on Grails framework by using **Javascript(backbone.js), Java, mySQL, Hibernate and Groovy.**
- Coordinated across disciplines to understand product requirements and developed solutions.

SKILLS

Languages: Java, Javascript(React), SQL, HTML, CSS

Tools: VS Code, IntelliJ, Git

PERSONAL PROJECTS

Hide And Go Seek 🔗

Android Game

Apr 2021 - Aug 2021

- Designed, programmed and published an android game that has **5000+ installs** and **4.6* rating** on Play Store.
- Developed in **Unity**, with the game code written in **C#** programming language.
- Optimized and improved performance of the game by **over 70%**.
- Technologies Used: **C#, Unity, Blender**

Covid-19 Visualizer 🔗

Website

May 2020 - June 2020

- Created a Unique web visualizer that shows increasing cases of COVID-19 in Indian states over a period of time.
- Used **Javascript** to create this mobile website that also allows users to visualize covid-19 cases by choosing their desired period of time.
- Technologies Used: **Javascript, HTML, CSS, jQuery**

FITNIT - Indian Calorie Counter 🔗

Android App

May 2019 - June 2019

- Created a Fitness app that has **10,000+ installs** on Google Play Store with **over 40%** user conversion rate.
- Users can maintain a diary of consumed food along with their macronutrients on a daily basis. FITNIT also suggest how much food they should consume based on their age and activity level in a day.
- Technologies Used: **Java, mySQL**

EDUCATION

National Institute Of Technology Karnataka

M.tech in Computational Mathematics - 8.48/10

Surathkal, KA

Aug. 2018 – July 2020

University Of Delhi

B.tech in Instrumentation Electronics - 67.8%

New Delhi, DL

Aug. 2013 – July 2017

ACHIEVEMENTS

- Awarded **First Prize** in NCRDE-17(National Conference on Recent development in Electronics) for creating sign following robot using image processing.
- AIR-698 in GATE-18(Graduate Aptitude Test in Engineering).
- Solved Rubik's cube in 10 seconds which is recognized officially by World Cube Association.