ANURAG PAMPATI

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⬦ https://www.linkedin.com/in/anurag-pampati/ ⬦ https://anuragpampati.github.io/portfolio1/ ⬦ Game-Hub-App

EDUCATION

Master of Computer Science, Syracuse University   2022 - 2024
Relevant Coursework: OOPs in java, Data Structure and Analysis, Computer Architecture, DBMS, Android Programming, Structured Programming and Formal Methods, Artificial Intelligence, Information systems.

SKILLS

Programming Languages	Java, JavaScript, Python, Nodejs, C++, HTML, CSS.
Web Development	REST APIs, React, Spring Boot, Django.
Software Practices and Principles	SDLC, System Design , Microservices, Serverless , test-driven development
Databases	MySQL, MongoDB, NoSQL, PostgreSQL.
Tools and Methodologies	Git, Docker, ServiceNow, Kubernetes, Kafka, AWS.

EXPERIENCE

Back-End Developer   Aug 2023 - Dec 2023
Syracuse University   *Syracuse, NY*

- Built an cross-functional application development employing Java, Spring Boot and MySQL, enabling students to easily reserve seats on campus shuttle. Integrated 3 major APIs to handle student requests provide ETA update shuttle locations and validate student identities.Refined app structure with optimized design and SQL queries for faster response times reducing end user waiting by 30%. https://github.com/anuragpampati/Shuttle-App
- **Technologies: Spring Boot, MySQL, and JavaScript, React and Java, GIT, API.**

Senior Software Engineer   Nov 2020 - Jul 2022
LTIMindtree   *Hyderabad, India*

- Designed and developed an new chat bot for a client in healthcare domain by actively involving in various phases of the Software Development Life Cycle including analysis, design, development, testing and CI /CD, and working in a highly dynamic Agile environment.
- Took ownership of the entire project and collaborated with cross-functional teams to gather the requirements and designed a reliable and efficient database model with most efficient features.
- Designed and developed an internal tool that operated during large scale impacts by involving in various phases of the Software Development Life Cycle including analysis, design, development, testing and CI /CD .
- Handling Service Accounts employing customer service and Integration – REST and SOAP API development and troubleshooting across platform. Defined and managed robust processes for tracking the complete lifecycle of applications, from provisioning to retirement and documentation of various reports by following work ethics.
- Recognized for excellent troubleshooting skills and assisted in fixing over 50 bugs in a timely manner.
- **SDLC, MySQL, JavaScript, Agile and Java, GIT, AWS, System Design.**

Software Engineer   Nov 2019 - Oct 2020
Innova Solutions   *Hyderabad ,India*

- ServiceNow Platform Development and Administration (ITSM and HRSD) for the Walt Disney company World-wide.
- Extensively worked writing/Debugging Client Scripts, Server-side scripts, Script Includes, Business Rules, UI Policies, UI Actions, ACLs, Widgets, transform map scripts and fix scripts to achieve business rules in ServiceNow. creation and configuration of service catalogues, Flow Designer, Workflows, CMDB, CI Discovery, Decommission of Cis, email notifications, data imports, exports, and reports.
- Maintained the CMDB within the ServiceNow platform, guaranteeing the accuracy of 98 percent and up-to-date records of applications, software components, hardware, and dependencies.Designed and customized the CMDB data model to capture crucial information about applications, including version details, licensing, ownership, and interdependencies.
- **Tech Stack: ServiceNow, JavaScript, XML, JSON, Ajax, HTML, CSS.**

PROJECTS

Game-Hub React App: The Game-Hub React app is a clone of rawg.io, a comprehensive game hub offering a vast array of games and related content. Developed using **React** and **TypeScript** with Vite, this project incorporates **Chakra UI** components for enhanced functionality and design. The app is deployed using **Vercel**. You can explore the source code on GitHub, and experience the application firsthand by visiting https://game-hub-zeta-topaz.vercel.app/.

Gomoku AI. This Gomoku AI is written in **Python** and uses a mix of heuristics, lookahead tactics, and the minimax algorithm with alpha-beta pruning to make smart judgements while playing. https://github.com/anuragpampati/GomokuGame

Campus Adobe App. I have developed an Android application that enables users to log in or sign up, facilitating the selection of properties or apartments for renting or hosting. Utilizing **Kotlin** ,**Firebase**, we've incorporated real-time database and storage for efficient data storage and retrieval. https://github.com/anuragpampati/CampusAbode