

ATUL GOEL

<https://www.atulgoel.me>

<https://www.linkedin.com/in/atulgoel126>

atul.goel.126@gmail.com

+91-9412059999

Seasoned SDE Tech Lead with 8 years of expertise across diverse industries, specializing in the full product lifecycle—from ideation and design to development, deployment, and optimization. Adept at architecting and scaling robust, secure systems while leveraging agile methodologies.

Proven track record in building innovative client-server applications, optimizing system performance, and leading high-performing, cross-functional teams. Passionate about driving product excellence through rigorous data privacy, proactive monitoring, and comprehensive security measures.

Skills

- **Programming Languages:** Java, TypeScript/JavaScript, C#, Python, C/C++, Shell Script
- **Frameworks & Libraries:** Spring, Node.js, AWS CDK, AWS SDK, JUnit, Jest, Unity
- **Databases & Data Management:** SQL, Redis, Memcache, NoSQL, DynamoDb, RabbitMQ
- **Cloud & DevOps:** AWS IaC(EC2, Lambda, CloudFormation, API Gateway, CDN, Loadbalancer), Serverless architectures, CI/CD pipelines, Git (GitLab/GitHub), SVN, Perforce, JFrog Artifactory
- **APIs & Communication:** REST, GraphQL, Pub/Sub, Protocol Buffers

Methodologies & Domain Expertise

- Agile/SCRUM, CI/CD
- Fintech product development, Real Money Gaming systems, Mobile Gaming
- Scalable systems design, process optimization, and security (data privacy and backups)
- System architecture design, performance tuning, troubleshooting, and effective team leadership

Work History

- **Co-Founder** *Stealth Startup, India | July 2024 - Current*
 - Embracing the chaos of a startup—tinkering, pivoting, and figuring things out as we build.
- **Technical Lead** *Third Unicorn, Chandigarh, India | July 2023 - May 2024*
 - Initially joined to resolve severe scaling issues for Crickpe, a real money gaming platform facing critical performance challenges during peak times.
 - Evolved to lead the entire tech team, managing and upskilling engineers over the span of a year.
 - Instituted agile methodologies by introducing SCRUM, robust CI/CD pipelines, and monitoring tools (ELK, SonarCube), while establishing standardized code review processes and branching strategies.
 - Built and successfully launched ZeroPe entirely from scratch in a record 5-month cycle—2 months of comprehensive planning and securing MOUs with external partners, followed by 3 months of focused development.
 - Delivered a product that not only meets business goals with rapid growth (~30% month over month) but also features an optimized architecture that reduced server costs by 60% and enhanced overall system reliability.
- **Senior Software Engineer** *Pixelberry Studios, Mountain View, CA | January 2020 - July 2023*
 - Improved the CI/CD process by moving from default GitLab runners to dedicated AWS runners behind an ASG. This change increased build speeds by 30–70%, supported hundreds of simultaneous jobs, and reduced wait times.
 - Built a serverless art asset ingestion pipeline that enables customers to upload PSD files and auto-generate game-ready assets. Also created a Domain Specific Language for texture packing, compression, and conversion to protocol buffers.

- Co-designed an authentication and authorization system using AWS Cognito for millions of users.
- Enhanced the performance of an in-house programming language by refining its interpreter and grammar with ANTLR, later integrating it as a cloud-based tool with Atom IDE.
- Supported the deployment of an in-house job orchestration platform ("cloud-pipe") by troubleshooting issues and optimizing its performance.
- Created a content moderation web service for images and stories using an external AI service with customizable parameters.
- Designed an onboarding program ("Pixelberry PhD") for new developers to quickly get acquainted with the tools and processes used across teams.
- Acted as team lead for the Automation and Tools team, managing sprint planning and stakeholder communications.

● **Associate Software Engineer** *Big Huge Games | January 2019 - December 2019*

- Improved the internal admin tool by refining usability and restricting low-level functions to developers, which cut feature testing times in half and eliminated QA data-entry errors.
- Developed a ledger system for an in-game resource to help prevent cheating, and built an online tool to correct gameplay issues when needed.
- Built a real-time monitoring service for the game's chat system, enabling quicker identification and resolution of server failures.

● **Game Programmer** *Department of Psychology, Carnegie Mellon University | May 2018 - August 2021*

- Redesigned a WebGL-based Space Invaders research game with custom analytics that received international academic recognition.
- Developed a "Control Center Dashboard" for researchers to adjust game audio and settings in real time, and target specific configurations to selected players.

● **AR/VR Game Programmer** *Param Labs | December 2016 - May 2017*

- Re-engineered and shipped a VR title to Google Daydream to utilize the controller, which was featured on store upon launch.
- Shipped a mobile VR racing game to test VR-ads created by Google team and gather analytics, and prototyped several demos for Asus Zenfone for its launch.

Education

● **Master of Entertainment Technology** *Carnegie Mellon University, Pittsburgh, PA | May 2019*

● **Bachelor of Technology in Information Technology** *VIT University, Vellore, India | May 2017*