

# Anshul Goyal

## Senior Software Developer

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## About

I am a seasoned software developer specializing in designing and implementing clean, efficient, and scalable systems across multiple programming languages. I am committed to delivering high-quality, reliable solutions that translate complex and ambiguous business requirements into robust, resilient, and maintainable production services.

## Education

### Post-Graduation 2009-2011

Centre for Digital Media, GNWC, Vancouver BC, Canada.  
Masters in digital media

### Graduation 2002-2006

National Institute of Technology, Rourkela, India.  
Bachelors in computer science with Honors.

## References

Available upon request.

## Skills

**Programming Languages:** C, C++, C#, .NET Core, Python, Go, Java, Scala, Ruby, Rust  
**Concepts:** Multiplayer, Online Services, REST, GraphQL, gRPC, Asynchronous Programming  
**Big Data/Streaming:** Apache Kafka, Apache Spark, Apache Flink (SQL), Apache Beam  
**Cloud Technology:** Microsoft Azure, Amazon Web Services, Google Cloud Platform, Kubernetes  
**Databases:** MySQL, Redis, Cassandra, PostgreSQL  
**Tools/IDE:** Microsoft Visual Studio, Perforce, Git  
**Platforms:** PC, PS4, Xbox One, Nintendo Switch  
**Game Engines/Libs:** Scimitar (Ubisoft's Internal Game Engine), Unity3D, UnrealEngine4 (Limited)

## Professional Work Experience

### Current Role

#### Senior Developer – Shopify, Montreal (QC), Canada, May'20 – present

I am currently engaged in backend service development for the Shopify platform, as well as actively contributing to the creation of streaming and big data ETL pipelines projects.

### Previous Roles

#### • Network/Online Programmer – Ubisoft, Montreal (QC), Canada, June'12 – May'20

I was responsible for designing and implementing online services and network play features for multiple AAA game titles across PC, Xbox One and PS4 platforms.

**Proudly shipped the following titles on PC, Xbox and Playstation:** Hyperscape, Rainbow Six: Siege, Assassin's Creed Unity, Watch Dogs, Assassin's Creed IV Black Flag, Tom Clancy's Splinter Cell: Blacklist.

#### • Server Engineer – Electronic Arts (EA), Montreal (QC), Canada, May'11 – June'12

I was responsible for designing and implementing technical and game design documents, alongside developing efficient and scalable game server code utilizing Java REST API.

**Proudly shipped the following titles on iPhone and iPad:** FIFA Superstars iOS, Trouble Makers iOS, Restaurant City.

#### • Sr. Subject Matter Expert/Software Engineer -- Amdocs, Limassol, Cyprus (Jul'06 – Aug'09)

I contributed to the enhancement of existing products by devising creative solutions aligned with customer requirements and ensuring support for current production versions. My responsibilities encompassed requirement analysis, effort estimation, designing, coding and testing across diverse modules, leading to significant experience in developing large scale enterprise applications using Java, EJB, JSP and JMS.

○ Awarded a Letter of Recognition for my diligence towards work, mentoring new people and following the system methodologies efficiently & effectively at Amdocs Cyprus Pvt. Ltd in Mar'07.

○ Awarded a Certificate of Appreciation for working responsibly under less supervision and maintaining consistency in a high level of quality and productivity at Amdocs Cyprus Pvt. Ltd in Aug'08.

### Internships

#### SDE (Intern) -- Big Park, Microsoft Game Studios, Vancouver (BC), Canada, May'10 – Aug'10

I contributed to the development of an unreleased game title, focusing on building prototypes featuring synchronous and asynchronous gameplay mechanics.