

# Anuj Joshi

## Senior Software Engineer | Full-Stack Developer

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### Summary

Senior Software Engineer with over 10 years of experience delivering enterprise-scale web applications. Specialised in React and TypeScript front-end engineering, cloud platforms, CI/CD automation, and reliability practices. A cross-functional collaborator with a strong focus on scalable architecture and operational excellence.

### Technical Skills

**Front End:** React, Next.js (App Router), TypeScript (strict), Modern JavaScript, HTML5, CSS3, Accessibility (WCAG), Tailwind CSS

**Back End:** Node.js, REST APIs, OpenAPI, GraphQL (schema-first), PostgreSQL, Python (Django), Ruby on Rails

**Cloud & DevOps:** Google Cloud, AWS, Docker, Kubernetes, CI/CD (GitHub Actions, CircleCI), Serverless (Cloud Functions)

**Quality & Architecture:** System design, scalability, TDD, unit and integration testing, observability (New Relic)

### Experience

#### Deutsche Bank

2020 – Present

*Senior Software Engineer - Trade Finance and Lending*

*Frankfurt, Germany*

- Built and maintained enterprise-scale front-end applications using React, TypeScript, and modern JavaScript.
- Led cloud modernisation initiatives, including GKE infrastructure setup and OpenShift (OCP 4) migration.
- Standardised CI/CD pipelines using GitHub Actions for one-click and scheduled deployments across microservices.
- Improved system reliability through New Relic monitoring and integrated Prisma scanning into CI/CD to enhance security.

#### Candylabs

2017 – 2020

*Software Engineer*

*Frankfurt, Germany*

- Delivered full-stack web applications using React, Redux, Django, and GraphQL.
- Built CI/CD pipelines with CircleCI, Docker, Kubernetes, and Google Cloud Platform.
- Developed automation services, including Slack bots, using Firebase, Cloud Functions, and webhook integrations.
- Produced analytics dashboards using BigQuery and Google Data Studio.

#### Leapfrog Technology Inc.

2014 – 2016

*Associate Software Engineer → Software Engineer*

*Kathmandu, Nepal*

- Owned end-to-end delivery across design, development, deployment, and maintenance of production systems.
- Developed Ruby on Rails applications and REST APIs, improving code quality through TDD and structured code reviews.

### Selected Projects

#### Real-Time Multiplayer Game (Pew Pew)

*Winner, React Riot Hackathon*

Built a real-time multiplayer game with low-latency player synchronisation. (*JavaScript, WebSockets*)

#### Data Analytics of Irregular Sensor Data

Applied decision-tree classification to frequency-domain sensor data, including feature extraction and predictive modelling. (*Python, NumPy, Pandas, scikit-learn*)

#### CNN-Based Finger Detection

Developed a real-time camera interface for finger counting using convolutional neural networks. (*Python, PyQt, TensorFlow, OpenCV*)

### Education

#### M.Eng. in Information Technology

2016 – 2018

Frankfurt University of Applied Sciences, Frankfurt, Germany

*Key Modules:* Distributed Systems | Autonomous Intelligent Systems | Computational Intelligence | Mobile Computing | Stochastic Signals | Computer Networks

#### B.E. in Computer Engineering

2011 – 2015

Kantipur Engineering College, Tribhuvan University, Kathmandu, Nepal

*Key Modules:* Data Structures & Algorithms | Distributed Systems | Artificial Intelligence | Big Data Systems