

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