

Aman Agrawal

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Click Me:       

<https://github.com/xlibraries>

EXPERIENCE

Persistent Systems

FullStack Developer

June 2022 - Present

-> CCH-CPE Link

- Migrating the platform from legacy code(PHP5, Angular Js) to updated code(PHP8, Symfony, Angular13).
- Assisting the team in migration from AWS infrastructure to Azure.
- Improved angular routing and error log handling throughout the application which reduced 150k bugs reported every week, helped in reducing the load on db servers.
- Fixed code structure and introduced practice to improve the code quality resulting in Sonarlint and Checkmarks rating from E to B in a single quarter.
- Optimized Azure infrastructure (reconfigured I/OPs, enabled AppDynamics) results in reducing the cost per server by 20%.

Academic Intern(.NET Developer)

December 2021 - June 2022

-> Participated in several internal Hackathons where I demonstrated my Unity Skills which includes developing mini games for gamification of certain problem statements, and developing XR applications to increase Sales and Revenue.

Gamergages Studio

Game Developer Intern

April 2021 - May 2021

Developed Match3 genre mobile game in Unity Engine.

PROJECTS

The Lone Ember

Role: Game Designer| Team Size: 5| Project Duration: 14

Days This game was made for GameJobsLive Game Jam with the theme "One Time Use".

Tower Stack

Role: Game Designer & Developer| Team Size: 2 | Project

Duration: 5Days

This game was made for Voodoo Sumer Game Competition targeted to the hyper-casual market.

EDUCATION

Shri Ramdeobaba College of Engineering and Management

Nagpur — Bachelors in Electronics Engineering

August 2018 - May 2022; CGPA- 7.63

SKILLS

.NET Core, Angular13, CI/CD, Docker, Azure, Php, Symfony, MYSQL, Game Development, Unity3D,GIT, C#, Robotics, Web development, Middleware.

CERTIFICATIONS & AWARDS

- Microsoft Certified: Azure Fundamentals
- Microsoft Certified: Azure Developer Associate
- ABU Robocon 2020 Nationals, Stage 1
Score: 96/100
- VNIT Axis-2020 Autobot Second Runner Up
- Game Design and Development Specialization Michigan State University - Coursera
- Low Poly Art For Video Games Michigan State University - Coursera
- More C# Programming and Unity University of Colorado System - Coursera