

Tushar Anand

Bhubaneswar | tusharannand@gmail.com | 7488441023

linkedin :Tushar Anand | github.com/neoandmatrix

Education

International Institute of Information Technology Bhubaneswar, B.Tech Aug 2023 – Aug 2027
Computer Engineering

- GPA: 8.5/10.0
- **Coursework:** Data Structures And Algorithms, Statics, Computer Architecture and Digital Logic, Microprocessors, Networking.

Experience

AsyncApi, Open Source Contributor-Remote *Jan 2025-Present*

- Contributed to the AsyncAPI CLI project by adding new commands, enhancing existing ones, and improving test coverage to support robust development workflows.
- Implemented a new preview command enhancing the end user UX, for which a bounty of \$200 was awarded.
- Upgraded dependencies while maintaining compatibility across AsyncAPI templates to improve performance and maintainability.
- Improved test infrastructure across CLI and template repositories.
- Submitted and merged a total of 15 pull requests across CLI and templates repositories.

Software Engineer Intern, Creuto - Remote *Jan 2025-March 2025*

- Developed an internal application for scheduling meetings reducing the need for 3rd party applications by 70%.
- Developed a microservice based payment architecture for Razorpay integration with existing infrastructure.
- Developed a Location and QR-code based attendance system.

Projects

JSON Parser Link

- Developed a CLI based JSON file parser tool that parses JSON files and converts them to suitable Python objects.
- Used recursion-based algorithm to parse the given JSON input and implemented lexer and parsers using OOPS concepts for a maintainable architecture.
- Framework and languages used: Python, Typer.

HTTP Server Link

- Built an HTTP server from scratch without using any third party library over TCP.
- Implemented Header and body parsing, chunk encoding and route matching.
- Framework and languages used: Golang

Path Finder Link

- Developed a React.JS application to visually and interactively demonstrate the traversal of various graph algorithms through different maze structures.
- Implemented features such as allowing creation of custom virtual walls, selecting different start and end points.
- Framework and languages Used: React.Js, Typescript, Vite.

Technologies

Languages: C++, C, Typescript, Python, SQL, Golang, JavaScript, Bash

Technologies: Git, Docker, Cloudflare, AWS, Postgres, Github Actions, Kubernetes, Linux

Frameworks: React, NextJs, ExpressJs, Hono, AdonisJs, NestJs, Typer