

SHANTANU TUSHAR

MODERN QT/C++, GO DEVELOPER

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github.com/shaan7

Objective

Design elegant and usable software that delights users

Skills

Usable Desktop
Software

Scalable Webservices

Linux System
Administration

Technical

Qt5 / QML

Modern C++

GCP Datastore / MySQL

Google Go

Linux / Docker

HTML / CSS / JS

Experience

SoStronk

Tech Lead - Desktop App

2014-present

Laid the foundations, implemented and maintained SoStronk's cross-platform desktop application. With a focus on performance, the app's fluid interface helps players find the match they are interested in.

Engineering - CS:GO Anticheat

Responding to popular demand, SoStronk Anticheat uses powerful kernel-based protection against cheats and other bad actors. The solution tightly integrates a Windows Kernel Driver, NT Service and CS:GO Helper Library. This complexity is invisible to the player with one-click installs and automatic error reporting.

Engineering - CS:GO Matchmaking

Started from scratch and implemented a Glicko2-based matchmaking platform. The delicate balance of "the best match" and "the quickest match" was the result of algorithm optimizations that leverage knowledge about the game.

Engineering - SoStronk API

Worked on statemachine-based distributed game lobbies that provides API starting from matchmaking to gameserver interaction. Based on Go and Google App Engine, SoStronk's player lobbies can scale to almost any load.

Product Analytics & Customer Support

Worked closely with product ideation making sure that features are designed with Mixpanel analytics and user feedback in mind. Frugal handling of Customer Support with deep understanding of the platform helped keep users happy.

KDE Community

Contributor - Plasma Desktop Shell, KDE India

2008-present

Contributed code to the KDE Plasma Shell while still in college. Patches ranged from bug fixes to new features to improve usability.

ThoughtWorks

Application Developer - Rackspace Hosting

2012-2014

Worked on automatic zero downtime migration of 1000+ legacy Slicehost customers from a Rails-based cloud platform to modern OpenStack-based Rackspace platform.

Hewlett-Packard Enterprise

Systems Software Engineer - HP NonStop

2011-2012

Worked on automating quality assurance test suites.

Activities

Linux Shell Scripting Cookbook, 2nd edition

Author - PacktPub

2013

Authored a cookbook with simple recipes to automate everyday tasks. The book was received well by sysadmins and students alike.

Google Summer of Code

Mentor - Plasma Media Center

2012

Mentored a student for the Plasma Media Center project.

Google Summer of Code

Student - Gluon Gaming Freedom

2010, 2011

Worked on the Player application for Gluon Gaming Freedom framework that allows creators to create 2D games from an IDE and seamlessly deploy to any device with Qt.

KDE India

conf.kde.in - Organizer (2011), Speaker

2011-present

Regular speaker at local KDE conferences to motivate students to contribute to Open Source.

When I'm bored

Home Automation

Home Assistant

DIY setup of sensors and relays for rule-based declarative automation of household electronics.

Nextcloud

Cloud storage and Contacts

Container-based fast Nextcloud instances scaled across embedded boards.

Education

Bachelor of Engineering

Computer Science & Engineering - BMSCE, Bangalore

2007-2011
