Shantanu Tushar

Qt/QML/C++, Go developer

Objective

Design elegant and usable software that delights users

Technical Skills

1. Proficient in Qt5 / QML
2. Modern C++
3. GCP Datastore / MySQL
4. Go
5. Linux / BASH / Docker
6. HTML / CSS / JS

Experience

Head of Engineering - SoStronk - 2014-present

Desktop App (based on Qt5/QML and C++)

Laid the foundations, implemented and maintained SoStronk's cross-platform desktop application. Based on Qt5/QML and a focus on performance, the app's fluid interface helps players find the matches they are interested in.

SoStronk API (based on Go and Google Cloud)

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.

CS:GO Matchmaking (based on Go and Google Cloud)

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.

CS:GO Anticheat (Win32 Kernel API and C++)

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.

Contributor - 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 in keeping users happy.

KDE Community

Contributor - Qt5/QML/C++ based Plasma Desktop Shell - 2008-present

Contributed code to the KDE Plasma Shell while still in college. Patches ranged from bug fixes to new features to improve usability. Contributed to KDE's Calligra project - both the desktop variant, tablet (Calligra Active) and mobile (Nokia N9)

ThoughtWorks

Application Developer - Python/OpenStack and C# .NET - 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. Developed features for thetrainline.com - UK's preferred train ticketing website.

Hewlett-Packard Enterprise

Systems Software Engineer - HP NonStop - 2011-2012

Worked on automation for Hewlett-Packard Enterprise NonStop servers.

Activities

Author - PacktPub - 2013

[Linux Shell Scripting Cookbook, 2nd edition](#)

Authored a cookbook with simple Linux Shell scripting 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.

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 with Home Assistant

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

Nextcloud Cloud Storage and Contacts

Container-based Nextcloud instances scaled across embedded boards.

Education

Bachelor of Engineering

Computer Science & Engineering - BMSCE, Bangalore - 2007-2011