

SHUBHAM GUPTA

(562)-538-4712 | shubham.g2596@gmail.com | linkedin.com/in/shubhamgupta25. | github.com/shubhamgupta2501

EDUCATION

California State University, Long Beach

Jan 2022 – Dec 2023

M.S. Computer Science

Thapar Institute of Engineering and Technology, Patiala, India

Graduated May 2019

B.E. Computer Science

SKILLS

Programming Languages: Python, JavaScript, TypeScript, C#, C++

Web Technologies: Angular, REST API, .Net Core, Mongo DB, jQuery, HTML/CSS, MVC, Node.js, XML/JSON, React, PHP

Other Tools and Technologies: Git, Agile Methodology, Azure, Unity 3D, MySQL, JIRA, Docker, Kubernetes, Postman

WORK EXPERIENCE

Deloitte

Bangalore, India

Senior Software Engineer

Jun 2021 - Dec 2021

- Enhanced user experience by optimizing CKEditor functionalities using TypeScript. Implemented features for easier content editing, image handling, and collaboration, resulting in a 2x increase in internal collaboration.
- Mentored juniors, boosting team skills 40% via code reviews and architecture decisions, resulting in a 25% bug reduction.
- Developed containerized solution using docker and orchestrated using Kubernetes, improving system scalability 3x times.

Software Engineer

May 2019 - May 2021

- Designed reusable navigation, utility, and data-driven Angular components; decreased the development time by 30%.
- Integrated Angular interfaces with .NET Core through REST APIs and HTTP Client; reduced 30% in data interaction times.
- Implemented performance-driven design strategies, utilizing Angular, CSS, and JavaScript methodologies to maintain consistent visual effects and achieve a steady framerate.
- Integrated CDNs into the application; reduced the application's load time by 35%.

SDE Intern

Jan 2019 - Jun 2019

- Utilized UI Libraries and frameworks such as Angular Material and Foundation to enhance User Experience
- Devised responsive web user interface using HTML, CSS, JavaScript, and Bootstrap.

2Pi Interactive

Hyderabad, India

Game Developer Intern

May 2018 - Jun 2018

- Created gameplay features and functionality using C# in Unity 3D to scale the designer requirements
- Implemented XML mapping to organize game data into smaller and manageable chunks by identifying and removing unnecessary data; reduced the game size by 40%.

ACADEMIC PROJECTS

Full Stack Development of a Web-based Bug Tracking and Reporting Application

- Developed a bug tracking software product using Flask, with features such as creating, editing, and updating bug reports.
- Implemented dynamic UI components using JavaScript and AJAX, enabling real-time updates and asynchronous data retrieval without requiring full page reloads.

Coffee Store Sales Prediction and Inventory Analysis

- Analyzed data distribution, and relationships among them using correlation matrix and SHAPly feature interactions.
- Created a Sales predictor using regression models. The developed models achieved accuracy up to 90%.

Virtual Reality Army Training Software

- Developed a VR Software with features such as realistic environments, enemy AI, and mission objectives.
- Integrated Oculus as the virtual reality device to provide an immersive experience to the trainees.

ACHIEVEMENTS

- Won Game Development Hackathon conducted by NASSCOM and received a cash prize of 3000\$.
- Won National level Abacus Competition, conducted among 10,000+ students.