Rishabh Pandey
Senior Full Stack Engineer

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EDUCATION

Bachelor of Engineering (Information Technology),
Rungta College of Engineering and Technology 🔗
2013 – 2017 | Bhilai, India

COURSES

Unreal Engine 5 C++ Multiplayer Shooter, *Udemy* 🔗
By Stephen Ulibarri

Mastering Multithreading Programming with Go (Golang), *Udemy* 🔗
By James Cutajar

Microservices Workshop, *Coffeebeans Consulting LLP*

Android Application Development, *Skyfi Labs*

PERSONAL PROJECTS

Decimated,
Online Game - ZYKOTEK
Trailer 🔗
A side-scrolling shooter with a rich storyline featuring mutants, mercenaries, and a virus outbreak. Developed using **Adobe Flash CS3** with ActionScript/Js, and designed/animated with **Photoshop, Blender, and Flash** animation tools. The game won **Student Game of the Year** at the **NASSCOM Gaming Forum Awards 2014** in Pune, India, and was licensed for publishing and branding by **BubbleBox.com** 🔗 **(US)**.

As **ZYKOTEK**, I have developed and released multiple other games independently before and since.

PROFILE

Experienced and Passionate Software Engineer with 8+ years of experience in translating business requirements and functional specification into performant solutions, specializing in Backend (**GoLang, NodeJs, .NET**), Frontend (**React, Angular, Js**) Development. Worked extensively on a large variety of technologies and with cross-functional teams in game studios, start-ups and large corporations demonstrating adaptability and versatility. Further developing skills in **C++** & **Unreal Engine**.

PROFESSIONAL EXPERIENCE

Senior Programmer, *Sumo Digital Ltd* 🔗
Nov 2022 – Mar 2025 | Pune/Bangalore, India

Implemented and Refactored Backend systems & tools for two unannounced cross-platform games, focusing on Ranked PVP/PVE systems, ELO/Rating calculations, matchmaking, rewards, telemetry, and LiveOps tooling.

Unannounced Sports/Soccer Game (2K Games):
- **Designed and Developed Backend services/APIs** for Ranked Mode: ELO/Rating calculations, reward distribution (daily/monthly/seasonal), and player state management.
- Hooked up various implemented systems with the game's **Client and Server flows (C++)**.
- **Developed** currency, store, and wallet related **services**.
- **Ported legacy matchmaking ELO system** on the client and server.
- **Implemented debugging cheats/APIs** for modifying player state and match outcomes.

Unannounced Platformer/Co-op/Team Game (Tencent Games):
- **Designed and Implemented ELO/Rating services** for multiple game modes (Solo, FFA, Team), with layered, tweakable player state structures.
- **Developed and integrated Telemetry custom and event driven services** using **Redis** and Player KV Data.
- **Upgraded matchmaking** to support **cross-platform** pools.
- **Built LiveOps Tools** for syncing player data related templates/schemas and versioned definitions.

Additional Contributions:
- **Integrated above services with a Live Data System** for real-time parameter tuning alongside **extensive test coverage**.
- **Created Debug UI elements and systems** for Ratings and Telemetry in **Unreal Engine**.
- **Implemented live/title data versioning** based on platform, region, and sandbox.
- Worked with the DevOps team to **develop deployment pipelines** for cloud services.
- **Investigated** various libraries, platforms and related software before implementation/integration.

Tech Used: GoLang, **.Net Core (C#)**, **C++**, Python, **Unreal Engine**, ImGUI, **NodeJs**, **Redis**, Google Cloud, **Perforce**, **Azure DevOps**, **Docker** and**,** Proprietary Tools, Cloud Services/DB & Engines

Senior/Lead Engineer - Shoptype - E-commerce platform,
CoffeeBeans Consulting LLP 🔗
Sep 2020 – Oct 2022 | Bangalore, India
- **Led feature development** across **Frontend** and **Backend** on a community-powered network marketplace enabling shopping, content sharing, and revenue generation for various user groups (shoppers, influencers, brands, etc.).
- **Handled team management**, and **planning** of new features with timelines based on research.
- **Hands-on experience** with microservices, third-party integrations (Shopify, WooCommerce, **Widget development and integration**), CRON jobs, and Fintech components (Ledgers, Wallets, Payment Gateways), **performance optimizations** and DevOps.
- **Tech Used: GoLang**, **Apache Kafka**, Neo4j, **MongoDB**, **PostgreSQL**, **React**, **Redux**, **Typescript**, **GraphQL**, Kubernetes, **Jenkins**, **NodeJs**, Javascript, Elastic Email & Search, **Git**, JIRA, **AWS**, **Docker**, Kubernetes, Jenkins, **HTML5, CSS**, SEO

Dodgket, *PC Game*
A full-fledged rocket dodging game developed entirely using **C++** for my **Senior Secondary School project** which made use of classes, data file handling for storing/retrieving/manipulating scores and **real time rendered animated graphics**.

GetMeThat, *Mobile App*
Developed a multi-platform mobile app **(iOS and Android)** using **NativeScript, Angular, and Bing APIs** that identifies objects from photos (e.g., car make/model) and lists nearby stores selling them. **Won 2nd place** in an organization-wide hackathon.

Postonaut, *VSCode Extension*
Developed an open-source **REST client extension for Visual Studio Code**, inspired by **Postman**, featuring a graphical interface for making and testing API calls. Includes a history module for saving and viewing requests/responses. Built with **AngularJS**.

INTERESTS

Game Development, Travelling, Guitars, Vocals, Audio Engineering, Competitive Gaming, The Cosmos

Senior Consultant - R4 - Unibiz Software Solutions Pvt Ltd,
CoffeeBeans Consulting LLP 🔗
Dec 2019 – Aug 2020 | Bangalore, India
- **Developed and maintained** a next-gen, fully configurable Rental Equipment Management Software.
- **Led** performance optimizations, code refactoring, and **implementation of best practices** across the application & team.
- **Worked on both Frontend and Backend microservices**.
- **Conducted deep analysis** to identify and **resolve bottlenecks**, memory leaks, and inefficient code, **resulting in 150-200% faster Backend API and Frontend performance**.
- **Tech Used: .NET Core (C#)**, **React**, **Redux** (Sagas), NGINX, **NodeJS**, **Javscript**, **Typescript**, **MongoDB**, **Redis**, Docker, **Kubernetes**, Git, JIRA, Visual Studio Profiler, JMeter, Jaeger Tracing

Senior Consultant - WRU - Recommendation Engine,
CoffeeBeans Consulting LLP 🔗
2020 | Bangalore, India
- **Developed responsive article widgets** for WRU.ai, an advanced recommendation engine which works based on user behavior and product attributes.
- **Contributed to Backend tasks** including bug fixes, maintenance, and refactoring.
- **Tech Used: GoLang**, **JavaScript**, **ReactJS**, NodeJS

Senior Engineer - Gurukul - LMS, *CoffeeBeans Consulting LLP* 🔗
2020 | Bangalore, India
- **Designed, developed, deployed and maintained a Learning Management System (LMS) MVP** independently from scratch, using **Angular, NodeJs**, **Typescript**, **SQLite**, Git with **integrations** with YouTube playlists and third-party LMS platforms.

Senior Engineer - Travelogixx - Cox and Kings Ltd, *Technovert/Tezo* 🔗
Jun 2019 – Nov 2019 | Mumbai, India
- **Developed Web Experience Management application** for Cox & Kings Ltd, enabling reservations for flights, trains, buses, and hotels/packages.
- **Integration of Microsoft Dynamics CRM** to handle leads, customer interactions and reservations management
- **Worked with Microservice**s built around the Helix Architecture (**Sitecore**) and various Frontend tasks and optimizations.
- **Coordinated cross-team communication** and **task management**/breakdown.
- **Tech Used: .NET (C#),** WebAPI, **Redis**, **ASP.NET MVC 5**, Sitecore, **MySQL**, **AngularJS**, **Typescript**, **Javascript**, jQuery, **HTML5, CSS,** IIS, **Git**

Full Stack Developer - Keka - HRMS, *Keka* 🔗
Dec 2018 – May 2019 | Hyderabad, India
- **Led the implementation of a new responsive Angular 7 based Frontend codebase for Keka** (A Human Resource Management and Payroll software), including customization features like themes and widgets.
- **Developed key modules** for the Engage feature (timeline, announcements, polls, and articles).
- **Migrated the Performance Management System** from **AngularJS/JavaScript** to a modern stack.
- **Tech Used: .NET (C#),** WebAPI, **MySQL**, **Azure CosmosDB**, **AngularJS**, **Angular 7**, **Typescript**, **HTML5, CSS**, SASS, **Git**

Full Stack Developer - KekaHire - ATS, *Keka/Technovert/Tezo* 🔗
Jun 2017 – Nov 2018 | Hyderabad, India
- **Led Development** of a comprehensive Applicant Tracking System from scratch, **migrating a legacy AngularJS MVP to Angular 4 (Typescript) with a complete Frontend and Backend overhaul** for scalability and maintainability.
- **Implemented key features** such as resume parsing, CRON jobs, advanced role management, LinkedIn integration, interview scheduling, and email templating.
- **Stepped up as the Lead when needed** and handled DevOps tasks.
- **Tech Used: .NET (C#),** WebAPI, ASP.NET MVC 5, **MySQL**, Angular 4–7, **Azure CosmosDB**, HTML5, **CSS** (SASS/SCSS), Bootstrap 4, **TypeScript**, jQuery, **Git**, IIS