

# Rishabh Pandey

## Senior Full Stack Engineer

✉ zykosince94@gmail.com

☎ +91-8319806373

📍 Bangalore, India

🔗 zykosince94.github.io

🌐 linkedin.com/in/rishabh-pandey-zykosince94

🐙 zykosince94

## 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)**. It has attracted over a billion player views thus far.

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, .NET (& Core), NodeJs**), 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 and Internal Developer 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.

**Skills/Tech/Experience :** 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.
- **Skills/Tech/Experience :** 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**.

## **SKILLS**

**Backend** – GoLang, .NET Core (C#), Node.js

**Frontend** – React, Angular, TypeScript, JavaScript, HTML5, SASS/SCSS/CSS3

**DevOps & Cloud** – Docker, Kubernetes, AWS, Azure, Google Cloud, Jenkins, Perforce

**Databases** – MongoDB, PostgreSQL, MySQL, Redis, CosmosDB, Neo4j

**Tools & Others** – Git, JIRA, NGINX, Sitecore, Unreal Engine, Blender, GIMP, Reaper

## **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.**
- **Skills/Tech/Experience :** .NET Core (C#), React, Redux (Sagas), NGINX, NodeJS, Javascript, 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.
- **Skills/Tech/Experience :** 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 Microservices** built around the Helix Architecture (**Sitecore**) and various Frontend tasks and optimizations.
- **Coordinated cross-team communication and task management/breakdown.**
- **Skills/Tech/Experience :** .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.
- **Skills/Tech/Experience :** .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.
- **Skills/Tech/Experience :** .NET (C#), WebAPI, ASP.NET MVC 5, MySQL, Angular 4-7, Azure CosmosDB, HTML5, CSS (SASS/SCSS), Bootstrap 4, TypeScript, jQuery, Git, IIS