

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)**. 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.
- Implemented and integrated internal monitoring and **Telemetry** services.
- **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