

# AKSHAY NAGULA

## Software Engineer

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User-centric engineer with a proven record of successfully using technical expertise to design, develop, and implement applications and features that elevate the user experience. Highly effective in building, debugging, and optimizing code to maximize reliability, quality, and performance. Collaborative communicator who can work with technical and non-technical teams and stakeholders to activate best practices, deploy new solutions, and uphold the highest quality and engineering standards.

### Technical Proficiency

- **Programming Languages:** Scala, Python, Java, C++, C#, JavaScript, PHP
- **Databases:** Cassandra, SQL, DynamoDB, MongoDB
- **Development Frameworks:** Docker, Kubernetes
- **Cloud:** AWS, Kafka
- **Other:** Unix/Linux command line proficiency, Jenkins, TeamCity

### Core Competencies

- Software Engineering
- Programming and Cloud
- Web Infrastructures
- System Development
- Applications and Platforms
- Configuration and Automation
- Requirements Gathering
- Troubleshooting and Problem Solving
- Collaboration and Leadership

## PROFESSIONAL EXPERIENCE

### Epic Games, Seattle, WA

Dec 2018 – Oct 2023

#### Backend Engineer III

- Designed and implemented EOS Stats, Achievements, and Leaderboards – SDKs and frameworks for video game developers to use.
- Evaluated competitive products from Valve's Steamworks, Playfab, and Unity to match parity and add more features.
- Used Scala and Java for programming, Docker and Kubernetes for packaging and deployment, Grafana, NewRelic, and Sentry for monitoring, and AWS EC2/Kubernetes nodes to run our services; worked with external vendors for Kafka data streaming.
- Collaborated with store backend, frontend dev, dev ops, and other teams using Agile, Kanban, and Waterfall methodologies.
- Designed and implemented functionality to enable players to view achievements earned in game and share their data with Epic Games store system, including new features on backend service, new services, and new contracts with data providers.
- Interfaced with technical account managers to prioritize requested features and onboard partners onto Epic ecosystems.

### Big Fish Games, Seattle, WA

Jul 2016 – Dec 2018

#### Senior Software Engineer – Mobile Social Games

- Maintained and scaled server and database operations for a real-time game-data storage service used by three internal studios using Java-based and Linux servers and MySQL database backend within a mobile game developer and publisher.
- Architected and coordinated rework of server-client infrastructure from Polling to Pub/sub-based using Redis to improve usability.
- Regularly added new features such as version control (subversion, & perforce), Slack integration, player moderation (Java), and content validation (Java) to improve performance and data security for developers and content designers.
- Provided live support to external publishers and developers in North America and Eastern Europe with API usage, setting up libraries, and using proprietary tools to help accelerate creation of games.

### Hudson River Trading, New York, NY

Oct 2014 – Nov 2015

#### Algo Engineer — High Frequency Trading

- Part of initial algo engineering group taking C++ models and converting them to Python for better usability and maintainability.
- Improved simulation methods extensively by adding features such as caching, restarting, and minimizing data usage in Python to increase simulation profits in a distributed computing environment.
- Implemented a dashboard to monitor simulations in real-time using Node.js, Express, and D3.js and improve model insights.

### Self Aware Games, Oakland, CA

Jul 2013 – Sep 2014

#### Infrastructure Engineer – Mobile Social Games

- Ensured backend servers were running and added new features for Big Fish Casino, 2014; used PHP, Python, and MySQL.
- Reduced login time by 75% for iOS clients to improve scalability and performance of core server services in a real-time distributed environment.

## EDUCATION

Bachelor of Science, Computer Science in Real-Time Interactive Simulation, Minor in Mathematics | DigiPen Institute of Technology 2013