

Anumey Sharma

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Summary

Senior Platform Engineer with 8 years of experience building large-scale distributed systems, cross-platform runtimes, backend services, and performance-critical platforms using **C#, C++, Swift, Kotlin, and Python**. Extensive experience designing secure APIs, orchestrating multi-service data flows, optimizing event-driven pipelines, and solving deep systems problems across desktop, mobile, and cloud environments.

Proven track record of owning platform components end-to-end—architecture, development, optimization, observability, debugging, and production reliability. Adept at system design, and building scalable microservices aligned with modern cloud-native patterns. Skilled in mentoring teams, writing design specifications, and collaborating across global product groups.

Skills

Languages: C++, C#, Go, Python, Swift, Kotlin

Mobile & Cross-Platform: Android, iOS, Windows, Linux GTK3, macOS, JNI, Swift interop, cross-platform UI/UX

Backend & Systems: Go, REST APIs, networking, multithreading, event-driven systems

Game Engines: Unity3D, Construct 3, gameplay programming, rapid prototyping

Tools & Platforms: Git, Visual Studio, XCode, Android Studio

Experience

Senior Software Engineer, Tally Solutions – Bengaluru, KARNATAKA

Jan 2024 – Present

- Worked on the Design and Architecture of a robust C++ to Platform (Apple, Android, Linux, Windows) code to efficiently process business logic and construct application UI/UX and core Interaction systems.
- Led system design for event handling by reverse-engineering interaction events and screen behaviors across platforms
- Refactored UI/UX systems across multiple OSes and platforms, reducing load and build times by 30 percent
- Faced inefficiencies in instruction transfer between business logic and platform code. Solved them by implementing ByteBuffers in JNI and Swift Interop. Achieving structured, efficient cross-platform instruction passing
- Reduced build errors and warnings by 80% by enforcing coding standards and maintaining code hygiene in a 50+ developer project, across Windows, Linux, Android, iOS, and MacOS platforms
- Designed a multi-threading subsystem distinguishing tasks between UI/Main Thread and external threads, introducing a Throttled System to optimize UI rendering performance across all platforms by 40 percent
- Mentored junior engineers, conducted reviews, and enforced performance and reliability best practices.

Software Engineer II, Juego Studios – Bengaluru, KARNATAKA

Jan 2022 – Jan 2024

- Led a team of 3 developers to build a large-scale doctor-patient platform called MEAE2.0 integrating gamified experiences like Poker, Slot Machines, and Sims-like social interactions.
- Orchestrated weekly syncs across Art, Backend, Project Management, and Client API teams which resolved blockers and ensured alignment, accelerating project delivery by 15% and improving velocity.
- Resource management and task distribution were inefficient so I took over the project and optimized team workflows and responsibilities. Increased feature delivery speed by 35%, along with on-time builds
- Led a 3-member team to deliver a time-sensitive Tech-Art project by MUUS Interactive, minimizing QA and client feedback iterations by 40 percent

Game Programmer II, Byjus – Bengaluru, KARNATAKA

Oct 2019 – Jan 2022

- Created multiple prototypes for the Byju's Game Pod team based on one-pagers, turning them into finished products for integration into the Disney Learning App
- Built 15+ game prototypes from scratch, contributing to game production and design in a large-scale environment
- Worked on AR-based Phy-gital games for OSMO using Vision SDK to map real-world playing fields, enabling interactive gameplay with physical tokens, and bespoke apparatus

Game Programmer, Photon Tadpole – Mumbai, MAHARASHTRA

Aug 2018 – Oct 2019

- Worked on a reusable C# UI module library, reducing development time for future Unity projects by 60 percent
- Developed 12 psychometric evaluation games for Talent Litmus in Construct 3

Projects

BOTCH - StoryTeller Edition

- Created to simplify Blood On The Clocktower (15+ player board game) sessions for friends and myself
- Put it on the play store, so as to share it with a couple of my Game Master friends, and ended up being used by 600 people around the world.

SunEater - Reminder and FocusTracker

- My entire life used to run solely on Google Keep reminders, and it also happened to be my second brain. All my ideations, thoughts, designs, reminders, and tasks, all cluttered up into one single app. For more than a decade.
- That is when I decided that I would make my own solution for this, and so I created SunEater. A reminder app that is more accurate at firing reminders than Google's own Keep. A fully offline Task, Focus Tracker, Bill Tracker, with exporting features, and extensive reminder customisation.
- You want to fire a reminder every 3 days between 2 PM and 5 PM for every 30 minutes, not including weekends, and until the end of next month? Then a) we are the same kind of neurodivergent and b) SunEater is for you.

SUNS - Super User Nutcase Sessions

- I am paranoid about memory and space optimisations on my macbook. That is because very early on, I made the mistake of getting a MacBook Air with 8 GB of RAM. Being a Game Developer who also works with Android Studio for fun, this was a terrible mistake. But it taught me everything I know about managing memory and optimizing space.
- So, when I did get a more capable MacBook Pro, I did not let go of my paranoia. I instead fanned that flame, and it was no longer enough for me to use a software like CleanMyMac. I needed something more bespoke and more Terminal oriented. Thus I started work on SUNS TUI- a terminal based cleaner application. Nuke caches, burn duplicates to ash, uninstall apps properly, all features I had to build from scratch, in Go, to ensure it worked, and it worked well. And I know, there is an Open Source option to do the same in Rust (Mole) but where is the fun in that?

Education

SRM University, Kattankulathur, Chennai – B. Tech, Computer Science Engineering

2014 - 2018

Attributes

- High ownership mindset with an extreme obsession in problem solving.
- Strong system design thinking and ability to break down complex flows.
- Excellent collaboration, and cross-region communication.
- Passion for platform engineering, infrastructure reliability, and scaling distributed systems.