

# Anuj Agrawal

635 E. Royal Forest Blvd., Columbus, OH, 43214

(419) 512 - 7537 ~ [anuj@startpause.com](mailto:anuj@startpause.com)

## OBJECTIVE

Seeking a Engineering position in order to fully utilize skills in design and development, software development, creativity, and analysis to help achieve company goals and objectives.

## SKILLS

- **Programming:** Visual Studio, .NET, C#, XAML, C++, C, Java, Lua, Python, Perl, Scheme, Assembly
- **Art, Graphics and Sound:** Adobe Photoshop, 3DS Max, Maya, Scaleform, OpenGL, DirectX, Pro Tools
- **Web Design/Development:** ASP, PHP, CSS, AJAX, HTML, XML, Flash
- **Databases:** SQL Server, MySQL
- **Other:** Command in English, Hindi, French, and Japanese
- Excellent at multi-tasking, self motivated team player who posses strong organizational skills, and works well in fast paced and challenging environments

## EMPLOYMENT HISTORY

**Information Control Corporation (ICC), Columbus, OH ~ April 2009 – Present**

Senior Software Developer, View

### *Travelport*

- Worked on the Travelport travel booking application using the Model View ViewModel (MVVM) design-pattern utilizing the .NET Framework.
- Primarily developed the User Interface, and various UI related dependencies on the View level.
- Developed business and data logic layers in the ViewModel and Data Aggregation levels.
- Interfaced with many developers, artists, and designers to create, manage, and maintain proper application usability and accessibility.
- Most development tasks were handled with XAML, C#, XML, SQL, and other fundamentals in .NET.

**EA Mythic Entertainment, Fairfax, VA ~ March 2008 – April 2009**

Software Engineer, Core Technology

### *Warhammer Online: Age of Reckoning (PC)*

- Worked on and Shipped PC MMORPG, Warhammer Online: Age of Reckoning (September 18<sup>th</sup>, 2008).
- Part of the Core Technologies Team responsible for full functionality and operation of the game.
- Involved with various scripting and tools development for maintenance, asset creation, and customer service.
- Controlled Client-side Install and Patching/Updating system as well as live Server-Side data management.
- Most development tasks were handled with a combination of C++, C#, Lua, Python, and XML.

**Concrete Games THQ, Carlsbad, CA ~ April 2007 – February 2008**

Tools Programmer

- Worked on an unannounced open-world game for Xbox360 and PS3.
- Set up a fully automated Cruise Control testing/building system, including error and problem logs.

- Analyzed buggy situations and submitted fixes or created solutions.
- Most development tasks were handled with a combination of .NET, C#, C++, Lua, and XML.

**O2iD, Dallas, TX ~ December 2005 – April 2007**

Programmer, Web Developer

- Worked on web page as well as service of digital dual authentication protocol designed to help protect clients from account hijacking and identity theft.
- This service was built using primarily Java, JavaScript, J2EE architecture, utilizing SOAP, Apache Tomcat.

**Dell Inc., Austin, TX ~ June 2004 – September 2004**

Software Design Engineer, Intern

- Worked as part of the AutoDrive Team to do web application development and other programming.
- Worked on migration of many internal applications from local machines to be web based for efficiency and ease of use on Windows and Linux platforms.

**EDUCATION**

**Ohio State University, Columbus, OH**

Bachelor of Science in Computer Science and Engineering