ANAGH K SATHEESH

Web Developer | Firebase | PWA | JavaScript

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SUMMARY

Web developer who builds and ships complete products with HTML, CSS, JavaScript and Firebase. Built and maintains Adhyora, a college management SaaS PWA with five role-based portals that is live at a college, and Deck of Deception, a realtime multiplayer browser game. Owns products end to end: architecture, UI, backend, security rules, payments, deployment and maintenance. Previously a Unity game developer with professional realtime multiplayer experience. Currently improving my JavaScript. Uses AI tools to speed up development and reviews every change by hand.

SKILLS

Frontend: HTML5, CSS3, JavaScript, Progressive Web Apps, responsive UI
Backend & Cloud: Firebase (Authentication, Firestore, Realtime Database, Cloud Functions, Cloud Messaging), Firestore security rules and role-based access control, Cloudflare Workers, Razorpay payments
Tools: Git, GitHub, GitHub Pages
Also: Unity and C#, Photon realtime multiplayer, game design documentation
Currently improving: JavaScript

PROJECTS

Adhyora | College management SaaS PWA | pixelaks.in/adhyora

- Designed and built solo with HTML, CSS, JavaScript and Firebase: five role-based portals (Principal, Teacher with HOD options, Staff, Accountant, Student).
- Realtime attendance marking and monitoring: principals see who is present or absent and which teachers have not yet marked; students see period-wise status.
- Timetables, chat, assignments with reminders and push notifications, teacher dashboards with exact class hours, internal marks, Excel exports and Razorpay payments.
- Configurable attendance calculation (session, hour or subject-based) and NEP / traditional syllabus support; college-scoped Firestore security rules.
- Live at one college, with more evaluating it.

Deck of Deception | Realtime multiplayer browser game | deckofdeception.pixelaks.in

- Built solo in HTML, CSS and JavaScript: turn-based game logic synced between players in realtime, dynamic UI and proximity voice chat.
- Designed, deployed and maintain the game, including its trailer and public release.

EXPERIENCE

Independent Developer, Pixelaks Technologies (sole proprietorship) | 2019 to Present

- Build, deploy and maintain web products and games, owning architecture, testing, releases and updates.
- Integrated Firebase, payments, push notifications, ads and in-app purchases in shipped products.
- Published Into The Fantasy on Google Play.

Associate Game Developer, Anadae Private Limited, Kochi | Jul 2025 to Feb 2026 (company shut down)

- Built realtime online multiplayer with Photon: matchmaking, room creation and player synchronisation.
- Wrote design documents covering core mechanics, systems and technical specifications.
- Worked in a cross-functional team through debugging, integration, testing and release cycles.

EDUCATION

B.Sc. Computer Science, Pondicherry University (MGGAC) | 2022 to 2025