Chandru Suresh

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Education

King's College London   Sep. 2021 – Jun. 2025
BSc (Hons) in Computer Science, with Year in Industry (avg. First)   *London, UK*

Experience

Full-stack Software Engineer   Jul. 2023 – Jul. 2024
Terra (YC W21)   *London, UK*
- Product owner for developer portal; coordinating between developers and designers in launching the dashboard serving 200+ clients
- Built and deployed Next.js landing page serving 100,000 daily visits using PostgreSQL, Redis and AWS EC2
- Integrate OTEL to gather telemetry and detect production errors. Used PostHog and Google Tag Manager for product analytics to guide SEO optimisation and improve UX
- Setup automated blue-green deployment pipeline using GitHub actions, AWS CodeDeploy and Docker
- Integrated Stripe payment gateway to increase MRR (+$10,000/mo) and reduce onboarding friction
- Managed enterprise customer relations and liaised with engineering teams to reduce time-to-market
- Extend data aggregation pipeline to integrate more wearables into core API using Python, Flask, Rabbit MQ, Celery

ICHack24 Judge   Feb. 2024
Imperial College London   *London, UK*
- Held a session on API development using Python FastAPI and MongoDB to a lecture hall of 50+ attendees

Lead Lab Coordinator - KCL CyberSoc   Nov. 2022 - Jun. 2023
King's College London   *London, UK*
- Planned and gave tutorials on binary exploitation using C, C++ and common network attacks in Python, Javascript

Projects

CloudBlocks | *Python, Typescript, Next.js, React*   Jun. 2024
- Built decentralised distributed compute platform for Function as a Service (FaaS) using Python and XRP for Escows
- Submission for EasyA x XRP (2024) attaining 2nd place winning $2000

Polygarden.io | *Python, Typescript, Next.js, Solidity, Solidity*   Apr. 2023
- Designed and built a microservice-based decentralised marketplace for selling procedurally generated 3D art
- Developed python package for generating 3D models using bpy (Blender3D's python lib) and geometry shaders

Helium Interpreter | *C, GNU built tools, Linux*   Sep. 2022
- Designed and created a procedural programming language that supports first-class functions and function closure, using C and low-level design principles

Raytracing Engine | *C++, OpenCL, CMake*   Aug. 2022
- Created graphical engine with raytracer that used OpenCL for highly parallelised GPU-accelerated compute

Technical Skills

Languages Javascript, Typescript, HTML/CSS, PostgreSQL, SQL, C/C++, Rust, Python, Java, Scala
Technologies React, Next.js, Svelte Kit, Tailwind, Node, Flask, FastAPI, Git, Docker, Amazon Web Services (EC2, RDS, CodeDeploy, ElastiCache), Unity Engine, Linux
Tools Adobe Photoshop, Adobe Illustrator, Figma