

Chandru Suresh

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EDUCATION

King's College London

Bachelor of Science (Hons), Computer Science, with Year in Industry

London, UK

Sep. 2021 – Jun 2025

A-Levels & AS

Physics (A) Mathematics (A*) Further Mathematics (A*) AS Chemistry (A)*

ACS, Alpertown

Sep. 2019 – Jun 2021

EXPERIENCE

Full-stack Software Engineer

Jul 2023 – Jul 2024

Terra (YC W21)

London, UK

- Developed a full-stack web dashboard for managing subscription and services for Health-tech SaaS, using Typescript, NextJS, TailwindCSS, CSS, Docker, AWS EC2
- Optimised SEO using Static-server side rendering strategies and dynamic generation of meta-images for social graphs
- Implemented payment and subscription system using Stripe API to generate +\$6,000 MRR monthly
- Integrated telemetry instrumentation with OTEL/HyperDX and product analytics with PostHog and Google tag manager to collect KYC analytics, increase user retention and optimise UX
- Supervised and executed A/B test to compare differing subscription models
- Integrated API's for Fitness wearable devices and trackers into core API, using Python, Flask, PostgreSQL (AWS RDS), Redis (Elasticache), Celery
- Integrated OpenAI's chat completion and assistants API to enabled natural language powered interfaces to reduce user friction

Private Maths & Physics Tutor

Aug. 2021 – Aug. 2023

Independent

250+ hours

- Created tailored worksheets with LaTeX
- Designed lesson plans and managed student growth and development

PROJECTS

CloudBlocks - EasyA x XRP Hackathon | NextJS, React, Python

Jul 2024

- Built a peer-to-peer distributed computer platform i.e Function as a services (FaaS) utilising XRP Escrows
- Developed a Python client for executing embedded Lua scripts for asynchronous parallelised task execution
- Attained 2nd place winning \$2000

Helium Interpreter | C, GNU build tools

Jun 2023

- 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++, CMake, OpenCL, OpenGL, GLFW

Aug 2022

- Created a graphical engine with raytracer support and classical polygon rendering using Nvidia OpenCL for accelerated parallel computing and OpenGL for presentation

TECHNICAL SKILLS

Languages: Java, Python, C/C++, SQL (Postgres), TypeScript, Scala, Go, Flutter

Frameworks: NextJS, React, Node.js, Flask, Django, FastAPI, TailwindCSS, Flutter, Stripe

Tools: Git, GitHub, Docker, AWS, Adobe Photoshop, Adobe Illustrator, Figma, Unity Engine