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Hariharan Kurathallvar Sriram

Software Engineer

Summary

Innovative Software Engineer with a solid background in development principles and a dedication to crafting clean, efficient code. A collaborative team player with exceptional communication skills, eager to leverage technical expertise on dynamic projects.

Skills

| Javascript | Typescript | JavaEE | Golang | React.js | Next.js | Node.js | Express.js | Spring | Docker | Kubernetes |

| Jenkins | CI/CD | Github | Figma | Kotlin | Android SDK | Firebase | Jetpack Compose | HTML | CSS |

Key Achievements:

- Delivered a production-ready, JavaEE backend REST-API one month ahead of schedule, streamlining integration with the front end and accelerating project progress.
- Modernized application infrastructure by upgrading to JDK 17, migrating to Jakarta packages, and transitioning tests to JUnit 5 and Mockito, extending support by 5 years and improving maintainability.
- Automated Kubernetes cluster provisioning using Cluster API and Ansible, achieving a tenfold reduction in deployment time (from hours to under 30 minutes).

Experience

Software Engineer
Sep '22 – Present

UKRI - Science and Technology Facilities Council
Harwell

- Spearheaded user experience (UX) transformation by migrating from a legacy application to a modern **Next.js** and **Chakra UI** front-end, collaborated with users on the design and iteratively refined it.
- I created a DB seeding module for inserting the test data for running end-to-end tests.
- I contributed to the migration to a **REST API** using **JavaEE** from a legacy **SOAP service**, reducing bugs and streamlining operations (reduced support tickets) for the front office and this also enabled the replacement of the front end to a modern **Javascript** Framework.
- I boosted cross-functional team efficiency through active **knowledge sharing** and resolving technical issues.
- I took full ownership of an internal application developed in **Spring Boot**. I not only wrote tests for it but also containerized the application.

Projects

Money Tracker

Personal Project

- It's an **Android** Application written in Java that keeps track of the user's income and expenses. I used Firebase as a backend.
- I implemented email and password-based **authentication** as well as **Google** login.
- The user data is stored in **Firestore** a No-SQL document database.
- I added **Donut charts** to display the data so the user could easily understand their income and expenses.
- I implemented utilities such as **Mortgage calculator**, **Investment calculator,** and **Interest calculator**.
- I added a feature to **export** the income and expense data as a **CSV** file and this could be loaded into a spreadsheet for further processing.

New age Ticketing System - with Geo-Fencing

Personal Project

- This is a full-stack application making use of multiple technologies and frameworks. The web frontend is implemented using **React** with **Typescript**, two **Android** applications written in **Java**, a backend with **Node.js** and **Express.js**, and **MongoDB** as the database.
- The user side of the application had the functionality to search for buses and book tickets.
- The driver-side application displayed the location of the bus, places to be stopped and a **map** showing the fence of each bus stop.
- The admin side of the application had the functionality of managing buses, bus stops, drivers and users.
- I implemented **role-based** email-password **authentication** for passengers, drivers and admin. I used **Sendgrid** to send emails related to authentication. I added **QR code** modules to verify tickets.
- I also implemented a **Geo-fencing** feature to ensure the quality of service.
- The geo-fencing feature works using the coordinates of the bus stop, the location of the bus and the tickets booked.

Education

M.Sc Advanced Software Engineering

University of Strathclyde

Sep '21 - Sep '22

Glasgow, Scotland

- Learned the latest theories and techniques for creating large, reliable, secure and sophisticated software systems in various application areas, such as mobile computing, web systems, cloud computing and interactive systems.
- Gained practical software engineering skills through lectures, tutorials, laboratory practicals, individual and group work, coursework and exams.

B.Eng Computer Science

Anna University

Jul '16 - Dec '20

Chennai , Tamil Nadu

- Completed a comprehensive curriculum in Computer Science and Engineering.
- Achieved a strong foundation in core computer science concepts, algorithms, data structures, and programming languages.
- Engaged in hands-on projects and practical assignments that fostered problem-solving skills and software development expertise.
- Gained proficiency in utilizing modern tools and technologies relevant to the field of Computer Science.
- Collaborated with peers on team projects, enhancing communication and teamwork abilities.