Manu Bhargav Srirangarajan

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EDUCATION

VISVESVARAYA TECHNOLOGICAL UNIVERSITY

Bachelor of Engineering
Information Science
July 2016 | Mysuru, KA
Vidyavardhaka College of Engineering
Consistently ranked in **Top 3%**
First Class with Distinction

UDACITY

Front-End Web Developer Nanodegree
Jan 2017 | AT&T, Google, GitHub

LINKS

LinkedIn:// **Manubhargav**
Portfolio:// **manubhargav.github.io**
Github Repo:// **github.com/manubhargav**

SKILLS & INTERESTS

Strong
- Angular
- TypeScript
- Git
- Scrum/Agile

Familiar
- Spring Boot
- RESTful API
- Java
- Maven
- Node.js
- RxJS
- NPM
- AWS Lambda
- AWS S3
- Bootstrap

COURSEWORK

Compiler Design
Operating Systems
Software Engineering
Unix and Shell Programming
Advanced Computer Networks
Information and Network Security
Data Warehousing and Data mining
(Thesis and Research Paper)

WORK EXPERIENCE

INFOSYS LIMITED | Senior Software Engineer
Jan 2018 – Present | Mysuru, KA
- Modernized core online banking functionality for retail and business clients.
- Implemented new features and reviewed TypeScript code on high quality, performant monolithic code repository on the Front-end.
- Developed REST APIs using Spring Boot framework on the Back-end.
- Built and published Angular 9 Ivy libraries using ng-packagr tool.

INFOSYS LIMITED | Software Engineer
Feb 2017 – Jan 2018 | Mysuru, KA
- Vendor-based banking platform for Enterprise customers.
- Developed highly scalable, distributed system on a multi-repository Angular code-base.Also, improved user's experience by revamping the application.
- Implemented new features in a highly collaborative environment with Product managers, Product designers and UI/UX experts.

TECHNICAL PROJECTS

NAMMA METRO MAP | Live Demo
- Single page application that presents Metro Rapid Transit in Bengaluru.
- Taught myself JavaScript MVC framework - KnockoutJS and jQuery.
- Devised several MediaWiki APIs, GoogleMaps APIs using AJAX calls.

FROGGER | Play now
- HTML5 Canvas powered video game developed using Object Oriented Principles on a custom Game loop engine.
- Use the arrow keys to navigate towards the water. Avoid the bugs along the way!

WHACK-A-MOLE | Play now
- A popular arcade game built with Vanilla JavaScript and CSS Animations.
- Use the cursor to hit the heads of mechanical moles with a mallet as they pop up from holes quickly and repeatedly.

GALERIA | Live Demo
- Full-stack CRUD application where users can showcase their art.
- Built with Ruby - Sinatra, PostgreSQL and deployed on Heroku.

LEADERSHIP AND AWARDS

Year	Award	Institution
2012	Ranked 1st/50	CBSE 12th Examinations
2014	Class Representative	VVCE, Mysuru
2015	Youth Intercollege Fest	VTU Belagavi
2016	Ranked 2nd/60	VTU Examinations

PUBLICATIONS

[1] M. B. Srirangarajan, Cleon, Hemanth, Karthik, and Professor-Prashanth. Opinion mining of user statements in health communities. *International Research Journal of Engineering and Technology*, May-2016.