

# Mathuran Sadagopan

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## Android Engineer

High-impact individual contributor, skilled at building scalable systems and solutions. Experienced in Kotlin, Android and React Native.

Excited to develop awesome user experiences to help solve customers' problems.

## Skills

**Programming Languages:** Kotlin, Java, TypeScript, JavaScript, Node.js, Deno.js, Python

**Frameworks / Libraries:** Dagger, Guice, Spring, AspectJ, React.js, Redux, Svelte, Oak, pandas, scikit-learn

**Testing Frameworks / Libraries:** JUnit/TestNG, Mockito, Cucumber, Swagger

**Technologies:** Tomcat, Android, REST, WebSocket AWS, Docker, Android Jetpack Compose, Git,

## Experience

### Software Development Engineer, Payment Acceptance | Amazon | June 2021 – March 2023

Delivered fraud prevention and service resiliency in Amazon consumer payments. Fostered a read, write and learn environment by running wiki and knowledge-sharing sessions. Continuously ensured services were ready for peak traffic events by validating scaling calculations, stress tests and SLAs.

- Increased net customer purchases by ~\$10M as a result of reducing card testing and improving purchase confidence [Kotlin, Dagger, Tomcat, Fargate]
- Improved availability by 0.1% by adding a client throttling solution to prevent brownouts due to bad clients
- Saved team \$80,000/year by auditing cost of services and removing unused log search tool
- Simplified 5 Aws-Cloudwatch dependency dashboards by implementing a generic library in typescript

### Software Engineer Intern | Microsoft | May 2020 - August 2020

Created features for various Microsoft products such as Windows Power Toys and Microsoft Teams for Android.

- Using Android Java, developed, and designed 3 new features for improving Teams call experience
- Created features that complied with Microsoft and Android accessibility guidelines
- Successfully demonstrated the feasibility of a Windows color-picking tool via a C# UWP POC app

### Full Stack Developer | Ellis Don | May 2019 – August 2019

Improved productivity for 100's in the construction industry by building online tools for streamlining workflows

- Developed responsive and stateful components such as form fields and dashboards.
- Built the front end using React.js and Redux. Backend services were Go or Java Spring Boot

## Education

### BEng of Computer Engineering (CO-OP) | McMaster University | Sept 2017 - April 2021

## Projects

### Tic Tac Toe - [Svelte, Deno.js, Android] | Jan 2023

Created a simple game to explore modern software technologies, such as SSR, Data-driven UI, Websockets and edge functions

- Created a Deno.js Oak Websocket server to handle multiplayer mode
- Reduced boilerplate in Android app using Android Jetpack compose

### Siren Sense - [React Native, Python, Tensor Flow] | Jan 2021

- Designed an audio detection app for allowing sound to pass through headphones when alerting noise is detected.
- Used React Native to develop the front end and used Tensor Flow libraries to develop the audio detection model