

Mathuran Sadagopan

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Skills

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

Frameworks / Libraries: Dagger, Guice, Spring, AspectJ, React.js, Redux, Svelte, Oak

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

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

Certifications

[AWS Certified Solutions Architect - Associate](#)

Experience

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

Delivered fraud prevention and service resiliency solutions, in Amazon consumer payments using Serverless technologies.

- Saved \$80,000/year by auditing the cost of services and removing unused log search tool
- Resolved 2 issues blocking worldwide Real-time CVV verification for 1 year in 3 months.
- Programmed a solution to control clients, throttling limits in real time across 5 environments using AWS App Config and boosted service availability by 0.1% by preventing brownouts due to bad clients.
- Increased net customer purchases by ~\$10M due to reducing card testing and improving purchase confidence.

[Kotlin, Dagger,AWS Fargate]

Software Engineer Intern | Microsoft | May 2020 - August 2020

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

- Designed and implemented 3 new features for improving Teams call experience using Android Java
- Produced features that complied with 100% of 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

Streamlined workflows for 100's in the construction industry by building online tools and services.

- Developed responsive and stateful components such as form fields and dashboards.
- Formed 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
- Developed 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