

MEENAKSHI ANAND NARAYAN

(415) 910-2486 • [PORTFOLIO](#) • [EMAIL](#) • [GITHUB](#) • [LINKEDIN](#)

SKILLS Ruby • Rails • JavaScript • React • Redux • Node.js • Express • jQuery • SQL • PostgreSQL • MongoDB • Git • HTML5 • CSS3 • RSpec

EXPERIENCE

Senior Software Engineer / HR
Codebrahma Technologies— Bengaluru, Karnataka

MARCH 2013 – MARCH 2017

- Lead the talent acquisition team which was responsible in attracting talent to our organization.
- Was responsible in the recruitment and mentoring of 7 Young Software engineers.
- Worked closely with clients to create software requirement documents to specify and capture the need of enterprise clients.

Systems Engineer
Infosys Limited, Chennai, TN

July 2011 – Dec 2012

- Created the architectural design and development of the server software which runs on the JVM.
- Significantly contributed in the delivery of client relationship management for a major bank in Scotland.

Monitored, debugged and tested application performance to identify potential bottlenecks, develop solutions, and collaborate with developers on solution.

PROJECTS

Connect (*Ruby on Rails, JavaScript, React/Redux, HTML5, CSS*)

[live](#) | [github](#)

A functional clone of Facebook.com developed in Rails with a React/Redux frontend

- Utilized Redux architecture's unidirectional data flow with React for predictable state and reliable DOM rendering.
- Dispatched Ajax calls to a Rails backend using RESTful API routes to manipulate create, read, update, and destroy elements in a Postgres database and return normalized JSON packages to store on the front end.
- Utilized AWS S3 and the Paperclip gem to implement user image uploads reducing server load and allowing for scalability of image services.
- Implemented case insensitive dynamic search by querying the database as the user input changes.
- Stylized using CSS and HTML to deliver a responsive visual replica of the Facebook web app to users.

Doodle Jump (*JavaScript, HTML, CSS*)

[live](#) | [github](#)

Platforming video game built for web browsers.

- Developed collision detection algorithm for sprite characters, and integrated with keystroke event listeners to predict future player direction and movement.
- Integrated with p5.js library to achieve smooth rendering of frames and reduce latency.

EDUCATION

Anna University, Chennai — *Bachelor of Engineering*

JUNE 2007 – MAY 2011

- Major – Electronics and communication Engineering

App Academy, San Francisco — *Full Stack Engineering*
2018

APRIL 2018 – JULY

- Intensive web development training program with < 3% acceptance rate
- Emphasizes pair programming, TDD, REST, OOP, and best practices

