

Meenakshi Kathiresan

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SUMMARY

Software Engineer with 3+ years of programming experience proficient in Python, JavaScript, and C# with a strong foundation in Data Structures and Algorithms and Object-oriented Programming principles. Open to relocation.

SKILLS

Programming Languages: JavaScript, TypeScript, C#, Python

Backend technologies: Node, Express, Django, Flask, RESTful API

Frontend technologies: React, CSS, HTML

Database: MySQL, MongoDB

Cloud technologies: AWS, GCP, Docker, Firebase

Others - git, Unity 3D game engine, agile, Adobe XD

EXPERIENCE

Software Engineer, Intern - Lightpong, Chicago **June 2023 - Present**

- Implemented a file sync feature using Python pathlib, which effectively identifies changed files recursively and selectively replaces them, reducing the file transfer speed by **90%**, from 40 seconds to below 5 seconds.
- Built **6** game prototypes for 1D gaming console on the firmware using **Python**, which accounts for 40% of all the games in production for product launch.
- Restructured existing code of 2 projects in old framework (C++/Python) into new framework (Python3) by breaking down huge single classes into modular relevant classes using Object Oriented Programming (OOPS).

Associate Product Manager - Fitness One Corp, India **Dec 2019 - Dec 2021**

- Assumed multiple roles for the budding team, contributing to the development of the admin dashboard's website using **React** and **Reducers**.
- Managed production and launch of women's only fitness app, **Pink 360** iOS and android which has over **20,000** downloads boosting Pink gym customer base by **10%**, allowing members to workout at home during pandemic.
- Led a 4-member team and effectively communicated and delivered technical training sessions over zoom to over 40 gym staff every week which in turn increased app engagement.

Junior Game Developer - Hammerplay Studios, India **Jan 2019 - Oct 2019**

- Collaborated to develop a node based editor tool in an **agile** management for Byju's early learn app in Unity with **C#** in a 3-member team that made the building pipeline **faster by 80%** compared to the previously used tool.
- Delivered a hyper casual single-player web game with **JavaScript** as a solo developer that was released in MX Player with over **100,000** plays.
- Integrated **backend** of a multiplayer game that updated all statistics using **Microsoft Azure's PlayFab**.
- Implemented a tower defense mobile game in **C#**, using AI agents and object pooling design patterns.

PROJECTS

LinkFree - Open source contribution **June 2023**

- Actively contributing to the LinkFree website which receives 800k+ monthly traffic by proactively reporting and fixing high priority bugs using JavaScript.
- **Technologies:** JavaScript, Next.js, MongoDB, Tailwind CSS

Question-Answer blog website **April 2023**

- Created a comprehensive website enabling users to sign in, post questions, answer, upvote/downvote, and access personal dashboard with statistical charts. Validated functionalities with Jest Unit testing.
- **Technologies:** MongoDB, Express, React, Node, Google OAuth

E-commerce website **Nov 2022**

- Developed a full stack website to sign in through gmail, view & filter products, add to cart, check out, make payment and view order history. Built RESTful API for frontend to interact with backend for CRUD operations.
- **Technologies:** Django, DTL, Python, JavaScript, Google OAuth, Paypal API, AWS S3 bucket, MySQL

EDUCATION

University of New Hampshire

Aug 2023

Masters of Science in Information Technology (GPA - 3.98/4)

Student Marshal of the IT department for the academic year