

Meenakshi Kathiresan

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SUMMARY

Full Stack Developer with 2 years of programming experience transitioning from the Game Development Industry. Proficient in JavaScript, C# and Python with a strong foundation in Data Structures and Algorithms and Object-oriented Programming principles. Open to relocation.

SKILLS

Programming Languages: JavaScript, TypeScript, C#, Python
Web technologies: React, Angular, Express, Node, Django, CSS, HTML, RESTful API
Database: PostgreSQL, MySQL, MongoDB
Cloud technologies: AWS certified cloud practitioner, AWS EC2, AWS S3, Firebase
Others - git, Unity 3D game engine, Android Studio, agile

EXPERIENCE

Game Developer, Intern - Midwest Immersive, Chicago **Sept 2022 - Dec 2022**

- Built **6** game prototypes as a solo developer for [Lightpong](#) (1D gaming console) on the firmware using **Python** that accounts for 40% of all the games in production for product launch.
- Successfully pitched 3 unique game ideas, of which 2 were approved for production.
- Restructured existing code of 2 projects done in old framework (C++/Python) into new framework (Python3) by breaking down huge single classes into modular relevant classes to increase reusability and readability.

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

- 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 conducted technical training sessions over zoom to over 40 gym staff every week which in turn increased app engagement by **60%**.

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

- Developed 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.

SOFTWARE PROJECTS

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.
- Utilized: 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.
- Utilized: Django, Python, JavaScript, Google OAuth, Paypal API, AWS S3 bucket

Automated message reply app **June 2022**

- Built a Spam/Ham sms prediction ML model that classifies messages sent to the deployed number as spam or ham. Logs of the message, prediction and validation are stored in a database.
- Utilized: Python, flask, Twilio API, AWS Elastic beanstalk, AWS DynamoDB

EDUCATION

University of New Hampshire **May 2023**

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

Focused on Full Stack development - analyzing various tech stacks to compare their strengths and weaknesses.

Anna University, India **May 2019**

Masters of Science in Electronic Media (CGPA - 8.95/10)