



MUKHIL PADMANABHAN ♂



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India



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MY OBJECTIVE

I am an avid software engineer with 5+ Years of experience valued for driving quality and consistency throughout all phases of software development projects. Partner with developers, analysts, QA team and support engineers throughout the product life-cycle to produce high quality , user-friendly and scalable software.

SKILLS

- 👉 Node & Express
- 👉 React w/ Redux
- 👉 MongoDB
- 👉 JavaScript
- 👉 SQL
- 👉 Go lang
- 👉 .Net (C#)
- 👉 Flutter & Dart
- 👉 Meteor
- 👉 GraphQL
- 👉 Dockers
- 👉 Unit Testing
- 👉 Python
- 👉 HTML & CSS
- 👉 Dockers
- 👉 Angular

TOOLS

- 👉 GitHub
- 👉 Android Studio
- 👉 VS Code
- 👉 Robomongo
- 👉 SQL SSM
- 👉 Figma & Zeplin
- 👉 Bitbucket
- 👉 JIRA

EDUCATION

Indian Institute of Management (IIM-T)

PG - Executive General Management - On-going

Visvesvaraya Technological University (VTU)

BE - Electronics & Communication - 2016

WORK EXPERIENCE



TECHNICAL LEAD

AcubeTech Solutions Pvt Ltd - 3.5+ years

Projects : RXNT, HopScotch & Cardmoola

[www.rxnt.com] [www.app.get-hopscotch.com] [www.dev.cardmoola.com]

- Designed and implemented major software enhancements to the Unified Healthcare Management, Billing and Scheduler system.
- Developed software solutions driving continuous improvement to processes, systems, workflow and customer responsiveness.
- Coding Individual Programs, Modules and also published a private NPM package for a custom grid.
- Helped migrate the code base from Angular 2 to React 16 .
- Assisted in designing a microfrontend architecture to run both Angular2 and React in the same application.
- Lead a team of 4 in developing a fully responsive Test-driven MERN stack application from scratch in a span of 4 months .
- Took an initiative to conduct a technical seminar on every fridays. Conducted seminars on Design Patterns, Dockers, Tackling algorithms and Clean coding principles.
- Helped migrate the code base from React to Flutter and make the application available across all platforms (Windows, Web, Android, IOS, MACOS).
- Integrated Unity games into Flutter application and containerized both Flutter and Unity apps.
- Accelerated enrollment process by 35% that previously required manual data entry.
- Decreased monthly error rates (from 2.4% to 1.1%). Developed customized reports to maximize client commissions which increased commission revenue by 20% for the Billing System.

SOFTWARE ENGINEER

Raksan Consulting - 1 year

Projects : Moolya , Fieldrepo

[www.moolya.global]

- Resolving Technical issues of customer concerns efficiently and responding promptly to client raised issues.
- Worked on Roles and Permissions, Library (MongoDB, GraphQL, React/Redux, Node)
- Performance Enhancement and code tuning (Making use of Mongo Aggregation and Pub-Sub using Meteor to build Apps)
- AGILE Methodologies

FIRMWARE ENGINEER

Nara technologies - 1 year

Projects : Home automation

[www.naratech.in]

- Designed circuits using Diptrace.
- Managed the procurement of all electronic components.
- Created a prototype of the PCB and mounted components.
- Coded in Embedded C and dumped code into PIC microprocessors using PICkit
- Worked on various sensors and modules such as GSM, ultrasonic sensor, IR, ESP-8266, etc