

Andrew D. Keturi

415-672-5062 :: adketuri@gmail.com :: andrew.alcuria.net

Skills

- Typescript (React, React Native, Next.js), Java (Android SDK)
- State management (Redux, MobX State Tree), A/B Testing, and Event Tracking/Stability Tracking (Crashlytics)
- TDD/Unit testing frameworks: Jest/Enzyme(Javascript), Mockito+JUnit (Java), Rspec (Ruby)
- RESTful API Design and end-to-end implementation
- Storybook, Design systems (Figma), and web accessibility

Experience

Sessions (formerly WRKSHP), San Francisco, CA

June 2019 - Dec. 2022

Staff Software Engineer (Typescript, React, React Native, MobX State Tree)

- Led a team of 3 engineers to plan, develop, and deploy features to an audience of 130k musicians and 1.7m fans.
- Built a ticketing system for live streamed shows, which generated \$1m in paid ticket sales.
- Wrote native wrappers for the Amazon IVS Broadcast SDK to allow artists to stream from our React Native application, increasing artist streams by 40%.
- Implemented a monthly subscription service using the Stripe SDK for artists to share exclusive content, generating \$200k MRR for headliner artists.
- Conducted interviews and developed training materials for new hires, growing the team from 4 to 12 engineers and doubling onboarding throughput.
- Products Shipped: **Sessions Live** and **Next Music**

WRKSHP, San Francisco, CA

April 2014 - June 2019

Full-Stack Engineer - Android Engineer (Java, Ruby)

- Worked with stakeholders to implement features for mobile games with 30m+ downloads and \$50m+ revenue.
- Implemented comprehensive user interfaces using in-house scene graph library.
- Integrated 3rd-party advertising libraries to boost revenue by 12% and track user events.
- Titles shipped: **Battle Camp** (battlecamp.com) and **Beat Fever**.

Macys.com, San Francisco, CA

June 2010 - April 2014

Quality Assurance Engineer

- Coordinated and planned project-level testing efforts/releases with offshore test teams.
- Wrote unit tests (Ruby), troubleshooted defects and deployed environments for developers in a timely manner.

Projects

Starless Umbra, starlessumbra.com

Jan. 2020 - Present

- Developing an award-winning video game that has been played over 200,000 times

Heroes of Umbra, heroesofumbra.com

Dec. 2012 - Jun. 2018

- Developed and designed a platform-agnostic multiplayer (networked) game engine in Java (libgdx+kryonet)
- Released on Steam, managing game community/coordinating playthroughs on Discord

RPG Maker 2000 Historia, rm2k.net

Oct. 2020

- Built and designed a full-stack project to reminisce about and archive classic rpg maker games.
- Frontend: Typescript, Next.js, Chakra UI. Backend: Postgres, GraphQL

Education

University of San Francisco (USF), BS Computer Science

May 2010