

# Andrew D. Keturi

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

## Experience

---

**Next Music (formerly WRKSHP)**, San Francisco, CA

June 2019 - Dec. 2022

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

- Led a team of three engineers to plan, develop, and deploy features to an audience of thousands of musicians and their fanbases.
- Conducted interviews and developed training materials for new hires, growing the team from 4 to 12 engineers and doubling onboarding throughput.
- Wrote native wrappers for the Amazon IVS Broadcast SDK to allow artists to stream from our React Native application, increasing artist streams by 40%.
- Products Shipped: **Sessions Live** and **Next Music**

**WRKSHP**, San Francisco, CA

April 2014 - June 2019

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

- Worked closely with stakeholders to implement features for mobile games with millions of downloads.
- 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 160,000 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

## Education

---

**University of San Francisco (USF)**, BS Computer Science

May 2010

## Skills

---

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