

Akshay Guthal



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education

University of Maryland College Park

M.S., Computer Science, 2019

B.S., Computer Science, 2019

Entrepreneurship and Innovation Honors College

QUEST Honors Program

Relevant Coursework: Object Oriented Programming, Discrete Structures, Algorithms, Organization of Programming Languages, Intro to Compilers, Computer & Network Security, Computer Vision, Data Structures, Software Engineering, Computer Graphics, Artificial Intelligence



skills

Languages: Ruby on Rails, TypeScript, JavaScript, Node.js, Python, Java, HTML, CSS, Go, PHP, SQL, C, C#, MATLAB, R

Tools & Frameworks: Next.js, React, GraphQL, Vue, Prisma, Angular, Tailwind, Express, Flask, Twilio, Unix, Cassandra, MongoDB, Cucumber, Spring Boot, Git, Bootstrap, AWS, Google Cloud Platform, JIRA, Adobe Photoshop, Adobe After Effects



projects

Brick Hound

<https://brickhound.com>

Python, Node.js, MySQL, Twilio, Firebase, AWS, Google Cloud Platform

Created an in-stock and deal notification bot for LEGO sets. Bot had over 10k users via Discord and SMS.

The Diamondback

<https://dbknews.com>

React, Next.js, Node.js, Express, WordPress, AWS

Led total overhaul and redesign of main website from Washington Post's proprietary CMS to **React/Next.js**, **Node.js/Express**, **WordPress** and **AWS**. Ensured site was SEO-friendly and improved page speed score by 300%.

Northrop Grumman Maintenance Dashboard

React, Python/Flask

A fully functional dashboard for Northrop Grumman Mission Systems to view and schedule preventative maintenance, and display accompanying metrics to help schedule future maintenance. Presented work at the QUEST Capstone symposium.

Check My Vision

React, Node.js, Express, Android, Firebase

A website and accompanying app to determine a user's visual acuity.

Awarded 4th place at the Capital One intern hackathon.



work experience

Wellfound (formerly AngelList Talent)

June 2019 - Present

Senior Full-Stack Software Engineer

- Worked as technology lead on a moonshot team to launch a closed beta for Sponge, a brand new job discovery experience for candidates. Built product with a **React / Next.js** frontend and a **Ruby on Rails** API.
- Fully rewrote AngelList Talent's primary talent sourcing product from **HAML** and **CoffeeScript** to a modern **React**, **Next.js** & **GraphQL** stack. Updated **Ruby on Rails** backend to work with new frontend.
- Created several full-stack upsell features leading to hundreds of new paid company sign-ups.
- Conducted UXR calls with candidates and recruiters to iterate on product designs and launched features to thousands of daily active users.

Capital One

Summer 2018

Software Engineering Intern

- Worked on the Enrollments team, responsible for enrolling credit card and bank accounts, to improve testing automation of APIs.
- Performed a feasibility study and converted several regression scripts written in **Cucumber** from **Ruby** to **Java**.
- Optimized regression scripts by integrating with the **Karate** framework, reducing lines of code from over 3,500 to 300.
- Eliminated unnecessary data files by consuming internal APIs to dynamically generate card/bank accounts.
- Integrated tests with an internal Capital One testing framework to allow for better CI/CD and push-button deployment.
- Presented work to technical leadership throughout the Consumer Identity department.

The Diamondback Lab

2016-2019

Director

- Managed a team of developers to maintain the technology division for the University of Maryland's official newspaper.
- Launched several interactive webpages in **React** and **Node.js** to over 10k active readers.
- Maintained communication with the newsroom, advertising department, and the Washington Post development team.

NETSCOUT

Summer 2017

Software Engineering Intern

- Designed a full-stack feature with **AngularJS** and **Java** to analyze the system health of an enterprise network analysis product.
- Generated pages that display analytics based on ESXi hosts and virtual machines using the VMware APIs.

Intelligent Automation, Inc.

Summer 2015/16

Software Engineering Intern

- Developed several features for two education-based, interactive games in **Unity3D** using **C#** scripts.
- Wrote front-end for two interactive games for 4th and 8th graders in **HTML/CSS** and **JavaScript**.
- Developed a company-wide Timesheet Allocation Utility, pulling data from **SQL** databases.