Anirudhan Srisudhan *Application Developer*

✉ anirudhan94s@gmail.com   📞 +44 7721792760   📅 17 Oct 1994

📍 30 Calais Hill, Flat 16, LE16AR, Leicester, UK   in https://www.linkedin.com/in/anirudhan-srisudhan/

○ https://github.com/ani94s   ↖ https://ani94s.github.io/ani-portfolio

🎓 Education

M.Sc. in Advanced Software Engineering,   Jan 2020 – May 2022 │ Leicester, UK
University of Leicester 🔗

B.E in Electronic and Communication Engineering,   Jun 2012 – May 2016 │ Coimbatore, India
Sri Ramakrishna Engineering College

💼 Professional Experience

Application Developer, *Clippd* 🔗   Jul 2021 – Nov 2022 │ London, UK

- Developed and implemented innovative front-end designs utilizing React, TypeScript, and D3.js, resulting in more than a 40% increase in user engagement.
- Collaborated with cross-functional teams, including designers and backend engineers, to integrate GraphQL APIs with the application's backend, resulting in a reduction in API response times.
- Generated unit tests using Jest and worked with the QA engineers on the testing of new features for the application, resulting in a reduction of more than 50% of release issues.
- Developed a comprehensive, user-friendly application for pro golfers and coaches, that increased their daily efficiency by 35% and reduced the time spent on administrative tasks by 40%, as proven through user feedback surveys.
- Implemented crucial updates and feature enhancements to the app every sprint, resulting in a 99% user satisfaction rating among professional golfers worldwide.
- Coordinated with project managers and stakeholders to successfully launch the application, resulting in over 100 golfers within the first month of release.

Software Developer Intern, *Megacart*   Feb 2021 – Jun 2021 │ Leicester, UK

- Developed and implemented a customized order fulfilment software solution that reduced processing time by 40% and increased the accuracy of orders by 25%, resulting in a 15% increase in customer satisfaction.
- Collaborated with the inventory management team to design and implement an innovative software system that reduced stockouts by 50% while simultaneously decreasing overstocking incidents, saving the company £10K annually.
- Created user-friendly interfaces for employees and customers within the e-commerce grocery shop's software, resulting in a 30% decrease in customer support tickets and increased online sales.

Senior Project Engineer, *Soliton Technologies* 🔗   Jul 2018 – Nov 2019 │ Coimbatore, India

- Developed automated testing software using the OOPS framework for three different industries, resulting in a reduction in manual testing efforts by 75%.
- Collaborated with the QA team to identify potential bugs and improve product quality, resulting in a 60% decrease in bug reports.
- Collaborated with cross-functional teams to ensure seamless integration of the testing application, leading to an increase in overall product quality by 50%.
- Worked onsite with the client to Develop and deploy a comprehensive testing application for medical monitors and screens, resulting in a 75% reduction in testing time.
- Implemented an automated error reporting system, resulting in a 90% reduction in manual error identification and resolution time.

💻 Projects

Nonogram Puzzle Solver, *University of Leicester*   Jan 2022 – Apr 2022
- The Nonogram Puzzle Solver was the final dissertation project in partial fulfilment to MSc Advanced Software Engineering. The dissertation was awarded "Distinction" and received accolades.
- Developed and implemented efficient algorithms to solve nonogram puzzles, resulting in a 40% increase in accuracy and time savings of up to 50%.
- Researched and identified emerging trends in nonogram puzzle-solving algorithms and integrated them into existing processes, resulting in a 30% improvement in overall performance.

Social Feed Prototype for Golfers, *Clippd*   Jul 2021 – Sep 2021
- Collaborated with senior developers to optimize application design and functionality, integrating cutting-edge technologies for personalized content delivery, which resulted in a 25% increase in user engagement.
- Designed and coded a visually appealing prototype of the social feed, incorporating user feedback and achieving a 90% satisfaction rate in usability testing.

Soliton Premier League, *Soliton Technologies*   May 2017 – Sep 2017
- An HTML, CSS, and JavaScript-based gaming platform that is used for the annual hackathon conducted internally, resulting in about 25% increased participation for the event.
- A web application that serves as a user interface for players to upload their bots and observe their gameplay, facilitating an interactive gaming experience throughout the company.

🧩 Other Experience

Team Member | Part-time, *Hot Fudge*   Mar 2020 – Mar 2021 | Leicester, UK
- Worked as a team member at a dessert shop in Leicester, managing customers, prioritizing online orders, and preparing food simultaneously, which resulted in a revenue increase of about 60%.
- The orders received a high level of customer satisfaction and turnover, which helped us increase the business on 2 more online platforms and add additional 10 items to the menu.

Induction and Training Coordinator, *Soliton Technologies*   Mar 2019 – Jun 2019 | Coimbatore, India
- Drove the internship training program and mentored 25 junior engineers on software development best practices, resulting in a 90% retention rate of engineers hired in permanent roles.
- The internship focused on and provided insights into LabVIEW and programming fundamentals, along with the software development lifecycle.

🧠 Skills and Tools

Web Application Development *(HTML, CSS, React, JavaScript, TypeScript, Tailwind, GraphQL, JSON, Node.js, FIGMA, MySQL, AWS DynamoDB, REST API.)*

Project Management *(Agile methodology, SCRUM, Kanban, JIRA)*

Version Control *(Git, SVN, Bitbucket, Github, TortoiseSVN)*

Additional Skills and Tools *(Shopify, Appsheet, Postman, DBeaver, LabVIEW, TestStand, Mixpanel, Retool, LaunchDarkly, Training and Mentorship, Planning and Coordination.)*