Anirudhan Srisudhan Front End Developer

https://ani94s.github.io/ani-portfolio in https://www.linkedin.com/in/anirudhan-srisudhan

Professional Experience

Application Developer, *Clippd ∂*

Jul 2021 - Nov 2022 | London, UK

- Increased user engagement by over 40% by developing innovative front-end solutions for pro golfers and coaches using React, TypeScript, Tailwind CSS, and D3.js.
- Collaborated with cross-functional teams to integrate GraphQL APIs and AWS services into the application's backend, resulting in streamlined functionality.
- Reduced release issues by 50% through generating unit tests with Jest and working closely with QA engineers to ensure new features were thoroughly tested.
- Successfully launched the application with over 100 golfers within the first month of release by coordinating with project managers and stakeholders using JIRA and Trello.

Software Developer Intern, *Megacart*

Feb 2021 – Jun 2021 | Leicester, UK

- Developed a customized **order fulfilment** software solution, resulting in a 25% increase in order accuracy and a 15% rise in customer satisfaction.
- Collaborated with the inventory management team to design and implement an innovative software system that saved £10K annually by reducing stockouts and overstocking incidents by 50%.
- Improved the **e-commerce** grocery shop's software interface for employees and customers, leading to a 30% decrease in customer complaints and a boost in online sales.

Senior Project Engineer, *Soliton Technologies ∂*

Jul 2018 – Nov 2019 | Coimbatore, India

- Designed and implemented a gaming platform utilizing HTML5, CSS3, and JavaScript. This platform serves as the foundation for the annual Hackathon contest, facilitating the execution of the game engine and hosting user-uploaded bots for gameplay.
- Managed multiple projects and guided junior engineers to ensure smooth integration of testing applications, resulting in a 50% increase in overall product quality.
- Mentored 25 junior engineers through an internship training program on software development best practices, leading to a 90% retention rate for permanent hires.

Projects

Nonogram Puzzle Solver, *University of Leicester*

Jan 2022 - Apr 2022

- Created the Nonogram Puzzle Solver as the final dissertation project in partial fulfilment of the MSc course, earning a "Distinction" and receiving accolades.
- Researched and identified emerging trends in nonogram puzzle-solving algorithms and integrated them with a responsive web app of the game, resulting in a 30% improvement in overall performance.

Social Feed Prototype for Golfers, *Clippd*

Jul 2021 - Sep 2021

• Teamed up with senior developers to design and code a visually appealing prototype of the social feed for golfers, 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.

Education

M.Sc. in Advanced Software Engineering,

University of Leicester ∂

B.E in Electronic and Communication Engineering,

Anna University ∂

Jan 2020 - May 2022 | Leicester, UK

Jun 2012 – May 2016 | India

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 business on two more online platforms and add an 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

HTML5 | CSS3 | Tailwind | JavaScript | React | TypeScript | D3.js | Jest | GraphQL | JSON REST | Postman | Figma | Jira | Agile methodology | Scrum | Amazon Web Services (AWS) | C++ PostgreSQL | MongoDB | LabVIEW | Shopify | Mixpanel | Retool | Team Leadership | Mentoring