

# Byndoor Athrey Navda (he/him)

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## Education

### George Mason University

Expected Dec 2024

Master of Science, Computer Science | GPA: 3.89 / 4.0

Fairfax, VA

Coursework: Algorithms, UI/UX, Information Security, Software Testing, Project Management

### Visveswaraya Technological University

Jul 2019

Bachelor of Engineering, Computer Science

Kalburgi, India

Coursework: Software Engineering, Data Structures and Applications, and Object Oriented Programming

Concepts, Web development, Network Security, Database Management and Computer Networks

## Technical Skills

**Programming Languages:** JavaScript, Python, Java, C++

**Frontend Development:** React (Next.js), Redux, HTML5, CSS3, Tailwind, Bootstrap, Sass, PHP, AJAX, jQuery

**Backend Development:** Node.js, Express.js, JSON, XML, REST APIs, WebSockets, Firebase

**Database:** SQL (MySQL, PostgreSQL), MongoDB **Design:** Figma

**Cloud:** AWS(S3, EC2, IAM, SES, DynamoDB), Digital Ocean **Security:** JWT, OAuth

## Experience

### ClayWorks Spaces Technologies Pvt Ltd

Bengaluru, India

#### Software Engineer II

Jul 2022 – Jan 2023

- Pioneered the design and implementation of the Universal Booking System, leveraging **React - Next.js** (pageRouter) with **Tailwind** and referring sources such as **Headless UI**, Tailwind UI components.
- Backend with **Node.js**, **ExpressJS** for API's, **MySQL** for database, **JWT** and **OAuth** technologies to create a secure application with user hierarchy of 4 levels (User, Client, Admin, Master) and credit management for booking.
- Guided a cohesive team of 4 in the early stages of a startup, co-ordinated constantly with sales and marketing team for cross-functional collaboration to product development aligned with business objectives.
- Directed and facilitated **scrum** meetings for product life cycle management, resulting in a 30% increase in product quality and a 10% decrease in development timelines led to launch the product prior the deadline.

#### Software Engineer

Sep 2019 – Jun 2022

- Spearheaded the creation of an Inventory management application using **Node**, **Express.js** for back-end API's with **MySQL**, **HTML**, **JS**, **Bootstrap CSS** for building, which resulted in a 26% reduction in wastage in the company. This contribution underscored my ability to address operational challenges in technological solutions.
- Drastically enhanced the online presence of company by developing website our ClayWorks and Spotch with **Figma** designs, using **HTML**, **JS**, **PHP** and **Bootstrap** which lead to a substantial 30% increase in company's online presence. Created **Wordpress** sites for blogs on co-working space, modified code to match with Figma design.
- Played a pivotal role in managing 3 legacy **PHP** systems, demonstrating adaptability, and pioneered integration of new technology stacks, driving company innovation and growth.

### The Valley Bootcamp

Bengaluru, India

#### Software Engineer Intern

Jun 2018 – Aug 2018

- Led the development of a Home Automation solution, integrating **Lambda**, **Machine Learning**, and **Alexa Skillset**, driving a substantial 30% uptick in user engagement with the implementation of voice command controls.
- Optimized system performance by 50% through the strategic use of **DynamoDB** and tailored API calls hosted in **EC2**, bolstering user satisfaction, while crafting an intuitive UI experience with **HTML**, **Bootstrap**, and **PHP** calls.

## PROJECTS

### RapidCloudify | *React, Tailwind, JWT, OAuth, Python, Ansible, AWS EC2*

Nov 2023

- Automated cloud deployment of various stack applications, minimizing manual effort by 70% and accelerating deployment cycles by 50% and streamlining the deployment process for small scale industries
- Implemented CI/CD pipeline with GitHub Webhooks for automatic detection and deployment of code updates across deployed applications, ensuring 99.9% uptime and real-time scalability and performance improvements.
- Engineered Ansible for Infrastructure as Code (IaC), slashing AWS setup times by 60% and operational costs by 40%, while also designing a user-friendly interface for clients to access application URLs and AWS credentials, thereby enhancing control and transparency.

### Games and Portfolio | *React - Nextjs, Tailwind, TS Particles, useStates, Vercel*

Feb 2023

- Developed Tic Tac Toe and Snake and Ladder games using React states, incorporating React Particles for dynamic backgrounds, and devised algorithms for both single-player and multiplayer modes.
- Utilized Tailwind UI components for portfolio component design, integrating dark/light themes with Tailwind CSS, and implemented Headless UI transitions for loading and animation effects, with future plans to expand the portfolio with new games and accessible technologies.