

JAY SRINIVASAN

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TECHNICAL COMPETENCIES

Version Control	Git, GitHub, Team Foundation Version Control	Databases	MySQL, Redis, MongoDB, phpMyAdmin
Languages	JavaScript, TypeScript, Java, Python, Node.js, PHP, HTML, CSS	Frameworks	React, Redux, Express, TailwindCSS
		Testing	Jest, React Testing Library

WORK EXPERIENCE

BeFrugal

February 2023 – October 2023

Software Engineer

Boston, MA

- Developed the frontend for a new tab web extension (<https://chromewebstore.google.com/detail/rewards/dmgghlknphmpkpejiogmpgllncfdpffm>) from mockups to allow users to get shopping rewards from their new tab built with HTML, CSS, and JavaScript
- Modernized a suite of five legacy web extensions to be up-to-date with Chrome Web Store web requirements and stay usable for over 250,000 combined users
- Fixed bugs and made improvements to broken popups that were inserted in checkout carts and search engine results to ensure higher cashback conversion rate for cashback extension users

XSET

June 2022 – September 2022

Fullstack Software Engineer Co-op

Remote

- Designed and developed a rewards store feature to allow affiliate content creators to use earned points from selling products to get exclusive rewards such as early access merch and free gift cards for their viewers
- Designed and developed a battlepass for affiliate content creators in coordination with a graphic designer for assets to give users a seasonal rewards system built with a LAMP technology stack that includes PHP, phpMyAdmin (MySQL), HTML, CSS, JS

VOLUNTEER / OPEN SOURCE

One Community

May 2024 – Present

Software Engineer: MERN Stack

- Improved new user security by implementing new password requirements that prevent users from using the default password using bcrypt in the Node.js backend application
- Fixed UI issues of volunteer web application for mobile devices by fixing the header UI for smaller viewports and allowing tablet and phone users to better navigate the application
- Ensured code quality and accurate documentation by reviewing weekly summaries and media folders of a team of 6 engineers and reviewing over 20 pull requests
- Improved code coverage and effectiveness of regression testing by writing comprehensive unit tests with React Testing Library and Jest to ensure future changes do not break current functionality

Generate Product Development

July 2022 – December 2022

Product Manager

- Planned an engineering and design timeline of three months to complete a client project using a technology stack of TypeScript, ReactJS, and GraphQL
- Collaborated with technical lead and design lead to manage a team of 6 engineers and 4 designers

PROJECTS

A Fake Artist: Multiplayer Browser Drawing Game

February 2024

- Engineered a board game (<https://a-fake-artist.vercel.app/>) based on a real-life game with ReactTS, TailwindCSS, Redux Toolkit, Node.js, Express, a custom web socket + HTTP server (RESTful API), and Redis database
- Programmed complex game rules and interactions such as players taking turns drawing on a shared canvas, dynamic information for different player roles, and voting on a "fake artist" to create a fun and interactive playing experience

EDUCATION

Northeastern University

Boston, MA

Bachelor of Science in Computer Science

Relevant Coursework

- Database Design, Object-Oriented Design, Algorithms and Data, Programming in C++, Mobile Application Development, Human Computer Interaction, Web Development

Certifications

- AWS - Certified Cloud Practitioner