

Jishnu V

Senior Engineering Manager

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Summary

A pragmatic software engineer with a keen eye for performance optimization and writing pixel-perfect code with 10+ years of thorough hands-on experience in various layers of web applications, VR, and AI. Proficient in designing, implementing, and maintaining innovative, robust, and scalable distributed solutions. Proven track record in people leadership, delivery ownership, system design, and production AI reliability. Experienced in operating under ambiguity and partnering closely with founders and business leaders.

Skills

Programming languages	C, C++, Java, PHP, Javascript, Python, C#
Frameworks/CMS	Django, Express.js, NextJs, Frappe, Laravel, Unity, FastAPI
Databases	MySQL, MongoDB, Elasticsearch, Redis, ChromaDB
Web Technologies	HTML5, CSS3, Node.js, Socket.io, React, Vue
Tools	Git, Docker, AWS, GCP, Postman, Gatling, LangChain, Jira

Patents

An end-to-end seamless pipeline system for Virtual warehouse and scalable hyperlocal pricing

A platform to find the nearest warehouse and best pricing using the Haversine formula, leveraging Google Maps APIs.

An end-to-end central planning system and Method for the orchestration of Construction projects

A sophisticated set of tools to automate various tasks in construction projects, including timeline auto-generation using CPM and a variation of Dijkstra's algorithm.

A system and method for visualizing and generating residential floor plans using AI

A floor plan generator that takes input parameters like massing and outputs floor plans and elevation renders using fine-tuned LLMs

Work Experience

Head of Engineering / Founding Member

November 2023 - Present

[BuildNext](#)

A Pidilite-backed organization that enables technology in the construction industry with the help of web applications, AI, and Virtual Reality.

- Led teams of engineers, DevOps, and QA to build innovative web applications using various methodologies, and oversaw all aspects of full-stack development while identifying opportunities to enhance the UX.
- Built a highly scalable SaaS product called [descon.ai](#) with deep AI integration from scratch with Dockerized monorepo modules.
- Ensured adherence to best practices in coding, testing (TDD), and CI/CD workflows with extensive monitoring, thereby reducing production bugs by 40%
- Carried out tech stack migration from Azure to GCP and to AWS. Optimized the workload cost to 50%.
- Spearheaded modernization efforts, including cloud migrations, API standardization, and AI adoption.
- Established and optimized engineering processes like sprint planning, release cycles, and QA automation, improving release speed by 40%
- Owned delivery timelines, technical debt management, and overall product performance metrics while developing 2 end-to-end web platforms, 4 iOS and Android apps[React native and Flutter], 1 desktop app[Electron], 2 VR apps[Unity].

Senior Software Development Engineer

[BuildNext](#)

October 2021 - November 2023

- Mentored and guided a team of engineers, providing technical direction, code reviews, and design feedback while delivering complex features end-to-end.
- Improved search accuracy and logging by integrating the Elastic(ELK) stack, and optimized the website performance using Redis and Varnish.
- Carried out Performance and Load testing using various tools, including Gatling and Locust
- Crafted and delivered REST APIs for web and mobile applications, **achieving P99 latency of 200ms**
- Designed and enforced fully automated CI/CD pipelines, enabling reliable builds, automated testing, and seamless deployments to production.

Software Development Engineer

[BuildNext](#)

June 2016 - October 2021

- Designed and implemented a headless e-commerce platform using Magento and Vue.js, architected to **support ~1M daily active users** with high availability and low-latency APIs.
- Architected and rolled out a real-time messaging and notification platform using Rocket.Chat and WebSockets, with RBAC and OAuth 2.0 based authentication for secure, role-aware communication.
- Owned the development and integration of multiple internal platforms, including payroll automation, ticketing, careers, and content systems, **along with payment gateway integrations** to streamline operational and business workflows.
- Delivered and maintained production-grade VR applications using Unity and C#, while extending and customizing ERPNext (Frappe/Python) to support domain-specific business workflows.

Web Developer (Intern)

[INNOINTEL LLC](#)

July 2015 - October 2015

- A predictive analytics system using NodeJS with Mustache templating engine and Express.js framework.
- Visualized data using a graph database (Neo4J) and D3.js.

Web Designer (Intern)

[XENONOUS](#)

January 2015 - February 2015

- Front-end development using Bootstrap.

Education

Bachelor of Technology, Computer Science

[COLLEGE OF ENGINEERING, TRIVANDRUM](#)

2012 - 2016

Core Competencies

- People Management (Hiring, Performance, Mentorship, Growth) and Cost, Reliability & Technical Risk Ownership
- Relational and non-relational database designing and implementation
- System Design, Architecture, Performance testing, and optimization
- Agile and Kanban Development, and proficiency in various design patterns
- Prompt Engineering and machine learning
- Gen AI with multimodal LLMs for RAG and agentic systems