KRISNA SARITH

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Leveraging passion for software and web development to drive game, web, and app development projects to success.

Software Developer | Full-Stack Development | JavaScript | Python | Dart | C# | HTML | CSS | SQL | REST API

Full-stack software and web developer with a track record of rapidly developing familiarity with new tools and languages to develop games and websites. Possesses 2+ years of hands-on experience in multi-platform development and website creation. Skilled at diagnosing issues and subsequently resolving problems and debugging apps. Adept at instilling best practices within development teams while following Agile methods. Combining leadership skills with the drive to deliver well-designed projects on time.

Agile Software Development	Continuous Improvement	UI/UX Design
Test-Driven Development	Game Development	Code Optimization
Scrum Planning	Quadrilingual	E-Commerce Platforms

PROFESSIONAL EXPERIENCE

Flutter Full-Stack Developer, Merakis Group   03/2021 – Present

Developed a cross-platform e-commerce application by planning and executing a project from scratch; app set to be demonstrated in August 2021. Achieved iOS, Android, and web compatibility. Collaborated remotely with 4 team members. Attended weekly stand-ups to keep the project on track and resolve issues and bugs. Tested, debugged, and troubleshoot faulty and non-operational code. Used Visual Studio, Android Studio and Xcode.

- Mastered and utilized cutting-edge technologies. Used the Dart language and Flutter framework for the UI. Leveraged cloud development tools, including AWS Amplify and Serverless. Used AWS Cognito for user authentication.
- Increased efficiency by testing in parallel with development. Performed both manual and automatic testing. Boosted productivity by writing DRY (Don't Repeat Yourself) code; enhanced code reusability and eased debugging.
- Overcame the challenge to store and upload images to the cloud by using AWS documentation for Simple Storage System (S3).
- Improved code readability by instituting coding best practices and enforcing compliance with naming conventions.
- Met requirements by creating login, sorting, and purchasing functionalities for the platform. Integrated social aspects. Enabled sellers to be both followed and reviewed; created widgets. Ensured prototype met wireframe. Corrected navigation errors.
- Achieved an app start-up time of 2 seconds by optimizing code. Enhanced end-user and shopping experiences.

C# Programmer | UI & UX Designer, ESC-Toy Ltd.   10/2018 – 04/2020

Inherited 2 software development projects in different stages; steered projects to successful completion in collaboration with another developer for 2 months and single handedly subsequently. Used Unity3D, Xcode, and Android Studio. Created maps to enable navigation within games. Enhanced game menu user-friendliness, enabled users to select levels, and provided game player "health" visibility.

- Achieved 100+ downloads and a 5-star app rating for the 9DKP Scratch & Slash game on the Android app store.
- Designed 16 additional levels to add to 4 existing levels of a game. Balanced the game, updated UI, added audio/visual cues, and enabled the app to be published to Google Play and iOS App Stores. Added a Help menu and bonus features.
- Finalized a pre-existing game by adding updates, gesture controls, and a tournament tracker mode. Provided push notification capabilities. Published app.
- Mastered existing code in order to modify games by collaborating remotely with ex-employees. Performed code clean-up and ensured naming conventions were adhered to.
- Performed routine maintenance on a published app; refactored code for scalability and added new features. Updated a published app to its 64-bit version.
- Trained an intern on animations and coding best practices.

Full-Stack Web Development Program Participant, AppAcademy   04/2020 – 12/2020
Completed this highly selective web development bootcamp for intense coding practice. Created 3 full-stack projects using various programming languages and technologies, including HTML, CSS, JavaScript, Express, Python, Flask, PostgreSQL, React, and Redux:

Foodie | (React/Redux, Hooks, Flask Login, Semantic-UI)   live | github
Used React/Redux for frontend and used Python and Flask for backend development. Created a website for restaurant reservations. Enabled users to make accounts and browse restaurants. Collaborated with a group. Synced front and backend. Achieved real-time updates with the website in response to user comments and ratings.
- Increased modularity and scalability by cleaning up clutter from elements built with React Native; transitioned to Semantic-UI.
- Recycled code by developing a JSX component reusing hooks stateful logic without explicitly using lifecycle methods.
- Eased coding by using built-in Python features. Integrated Flask into React as two separate servers to reap the benefits of Python's packages while still developing the frontend using JavaScript.

Asauna | (React/Redux, Express, Material-UI)   live | github
Used React/Redux for frontend and Express and JavaScript for backend development. Single handedly developed a work management/to-do app to organize and manage tasks. Designed a user-friendly interface.
- Simplified user input and organization of tasks by implementing a functional drag-and-drop feature using an NPM package called React-Beautiful-DND. Ensured updates were made in real-time.
- Improved store management, allowing shared variables between multiple articles, by using Redux.
- Eased debugging and creation of actions by defactoring frontend visuals and backend database routes using React Redux.

Destructables | (JavaScript/Express, pug templates, AWS S3, Bootstrap)   live | github
Utilized JavaScript/Express for frontend and AWS S3 and Bootstrap for backend development. Ensured website loaded near-instantaneously. Used CSS for responsive web design; created a navigation bar and carousel. Partnered with 2 team members.
- Enabled users to add comments with both text and image options by assembling a reusable upload widget.
- Adhered to industry best practices by using Pug templates to generate visuals rapidly. Made code DRY and maintainable.
- Integrated the Amazon Web Services Standard Development Kit Package, merging the site with its S3 Bucket.

EDUCATION

Full-Stack Web Development Program, AppAcademy   2020
- Computer Science, Architecture, Data Structures, Algorithms, Operating Systems, Software Engineering, Software Design.

Bachelor of Science in Game Art & Design, Art Institute of Las Vegas | CGPA: 3.5/4.0   2018
- **Relevant Coursework:** Programming for Artists, Game Prototyping, Team Production Planning, Game Design and Gameplay, Game Modeling, 3D Animation, 3D Modeling, Principles of Animation, Fundamentals of Design.

TECHNICAL SKILLS

Programming Skills: JavaScript, TypeScript, Express.js, React Redux, Vue, Nuxt, threeJs, tone.js, Python, Go, Flask, HTML5, CSS3, Material-UI, Semantic-UI, Dart, Flutter, PostgreSQL, GraphQL, MongoDB, AWS, Firebase, C#, Unity, Unreal Engine
Software Tools: Visual Studio/Code, Android Studio, Adobe Experience Design, Git, GitHub, Heroku
Operating Systems: Mac, Windows, Ubuntu WSL (Windows Subsystem for Linux)