

Nandeewari Kuppusamy

(201) 565-7087 knandhu.27@gmail.com [LinkedIn](#) [Github](#) [Personal Site](#) San Francisco / Bay Area

Skills Node.js, JavaScript, React, Redux, Ruby, Ruby on Rails, HTML5, CSS3, Git, PostgreSQL, jQuery

Education

[App Academy](#) Oct 2019 - Feb 2020 - Immersive software development course on full stack web development

Anna University Aug 2010 - Jun 2012 - Master's in Information Technology

Anna University Jul 2006 - Jun 2010 - Bachelor's in Electrical & Electronics Engineering

Experience

Software Engineer

Oct 2019- Present

Freelance

GetAnswers (React / Redux, Ruby / Rails, HTML, CSS, PostgreSQL, jQuery, Webpack)

[Live Site](#) | [Github](#)

A web app inspired by Stack Overflow, where professionals can ask questions with tags and post answers in rich text format and search questions based on title and tags.

- Applied customized design and functionality to the React-Quill library for smooth user experience in rich text editing.
- Implemented custom back end and front end user authentication by combining Rails conventions, Active Record, and customized React-Router higher order components.
- Optimized database usage and eliminated N+1 queries by observing SQL and Active Record best practices.

Ingredish (React, Express, Node.js, HTML5, CSS, MongoDB)

[Live Site](#) | [Github](#)

A web app to search food recipes based on the user entered ingredients.

- Created custom modal framework using React component architecture allowing for efficient development of new forms.
- Implemented a search feature with an exact match of ingredients provided by the user.
- Designed asynchronous/await functions utilizing AXIOS API calls to fetch user request data from multiple collections.
- Used Mongoose populate method to fetch underlying related data across multiple collections.

RockNRoll (JavaScript, 3.js, HTML5, CSS)

[Live Site](#) | [Github](#)

A 3D animation game with an endless runner concept.

- Decreased graphic rendering lag through the use of HTML5 Canvas and animation frames, resulting in a more realistic gaming experience.
- Engineered layers of gaming complexity through the introduction of game state changes that rely on OOP techniques and vector calculations.
- Implemented user interaction by adding a listener to the document to look for keyboard events and made seamless user experience.

Sabbatical:

Jul 2016 - Sep 2019

- Involved in doing independent projects to refresh web development skills, prepared for coding bootcamp admissions.

QA Engineer, [Teachscape Inc.](#), San Francisco

Jul 2015 - Jun 2016

- Wrote manual and automated test scripts to test web applications and achieved 90% test coverage.
- Implemented Automation test suites in Selenium WebDriver using Project Object Model(POM).
- Involved in testing report data using Sequel Pro client tool.

ETL Tester, [Kaiser Permanente](#), Pleasanton

Oct 2014 - May 2015

- Extensively used Oracle to write and execute complex SQL queries for source and target tables based on requirements to validate informatica mappings.
- Developed test cases with SQL source, target queries for validating Informatica jobs.
- Prepared test data to cover edge case scenarios for testing.

Associate Software Engineer, [Accenture](#), Chennai, India

Jun 2012 - Jan 2014

- Performed Functional, Regression and Smoke Testing, identified regression test cases that are automatable.
- Executed Test cases and updated test results in order to achieve 100% test coverage.
- Executed white box testing to ensure coding standards and application requirements and involved in analyzing test results from MTM and fixed minor issues.