

## EXPERIENCE

**Principal Software Engineer**, [Patch Media](#) — Jun uuuu - Present — New York, NY

- Build features and improvements for the patch CMS and website that have a meaningful impact on how our editors & users use our product
- Act as a technical lead, mentor peers and ensure institutional knowledge is disseminated correctly
- Define a future for migrating legacy systems to a more scalable and efficient system that will help Patch scale in the future

**Senior Software Engineer**, [Pointman](#) — Mar uuuu - May uuuu — Buffalo, NY

- Designed and built Pointman's Payment integration from scratch, which involved scoping out requirements, writing a cordova plugin to interact with Mobile Payment SDKs, writing API wrapper libraries in Node.js, .NET platforms & integrating with multiple web and cordova apps.
- Improved the team's ability to rapidly deliver new product features by replacing Pointman's legacy UI build process with a fast, standardized CLI process using Node.js and webpack. This also involved writing custom codemod scripts for Pointman's codebase, with jscodeshift.
- Spearheaded the migration from AngularJS to Vue.js by creating a "Vue base" inside the app and leading a 2-member team to migrate an existing feature. This allowed the team to iterate quickly and write bug free code.
- Automated deployment processes by setting up CI/CD pipelines for Pointman's Web, Mobile and API projects using Azure DevOps, which empowered the team to build and ship features faster than ever.
- Fostered a mindset of learning and collaboration by mentoring new engineers, performing in-depth code reviews and leading pair programming sessions.
- Modernized Pointman's legacy application by systematically rewriting critical parts of it to be more resilient, faster & easier to maintain, resulting in a more stable user experience with reduced bugs.

**Software Engineer Intern**, [Argyle Technology Group](#) — May uuuu - Aug uuuu — Buffalo, NY

- Ideated and built the first version of [MemoryFox](#), a platform for aggregating crowd-sourced social media content at events.

**Software Developer**, [Cognizant Technology Solutions](#) — Jun uuuu - Jul uuuu — India

- Architected & built a mobile app platform with infrastructure for hosting internal "micro" mobile web apps. Built with cordova, AngularJS, ASP.NET Web API & SQL Server, this platform was used by over 10,000 employees daily.

## PROJECTS

[Matterwiki](#) : A simple wiki for small teams, built with Node, React and MySQL.

[cordova-plugin-ionic-migrate-storage](#) : Cordova plugin that migrates app data when Ionic's webview plugin is used.

## EDUCATION

**MS, Computer Science, University At Buffalo, SUNY** — uuuu - uuuu

*Relevant Courses: Distributed Systems, Programming Languages*

**BE, Electrical Engineering, Anna University** — uuuu - uuuu

## SKILLS

**Languages & Platforms:** JavaScript, Node.js, CSS/SASS, CosmosDB, SQL Server, C#, .NET Framework

**Frameworks & libraries:** React.js, Vue.js, AngularJS, GatsbyJS, Cordova, Redux, Vuex, Express.js, Mocha, chai.js, jest, styled-components, emotion, Entity Framework 6, ASP.NET Web API 2

**Tools:** webpack, Parcel.js, jscodeshift

**CI/CD:** Azure DevOps, AppVeyor, CircleCI, GitHub Actions