

Mahesh Kumar Srinivas

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EDUCATION

Washington State University

Masters in Computer Science; 3.9 GPA

(Expected) 12/2024

BNM Institute of Technology

Bachelor of Engineering in Information Science; 8.73 GPA

08/2021

SKILLS

- **Languages:** Java, Python, C++, JavaScript
- **Database:** SQL, MongoDB, Firebase
- **Cloud:** AWS, Microsoft Azure
- **Operating System:** Windows, Linux
- **Others:** SpringBoot, Hibernate, GIT, Docker, Kubernetes, Redis, REST APIs, HTML, CSS, Flask, Microservices, Apache Kafka, Tableau, Machine learning, Data Science

WORK EXPERIENCE

Software Development Engineer (SDE), Perfios Software Solutions Pvt. Ltd

08/2022 – 08/2023

- Designed and developed a new microservice using Java Spring Boot for KYC-related APIs with Test Driven Development, seamlessly integrating KYC features into the existing application, which led to the acquisition of two new clients.
- Dockerized existing microservices, reducing deployment time by 30% and facilitating faster migration.
- Collaborated with cross-functional teams to spearhead the implementation of the “E-verification” and “Personal Identifiable Information (PII)” features, resulting in a 40% reduction in identity fraud cases.
- Mentored a team of three in bug resolution and issue troubleshooting, fostering knowledge sharing for targeted skill development and team growth.

Software Engineer, ThoughtClan Technologies Pvt. Ltd

08/2021 – 08/2022

- As a junior software engineer, played a key role in the project's success by developing RESTful APIs using Java Spring Boot for the application. Contributed to the project's completion ahead of schedule by 15%, improving application performance by 25%.
- Implemented a Python program to automate a previously manual task, reducing completion time from 4-5 hours to just 1 hour. This innovation significantly improved overall efficiency and productivity.
- Introduced a job scheduler, optimizing data migration from SQL to MongoDB; achieved a remarkable 50% reduction in database fetching time, specifically enhancing report and dashboard performance.

PROJECTS

CV Center, Personal Project

02/2024 – present

- Designed and implemented a centralized platform using Angular, HTML, CSS for frontend, and Java Spring Boot for backend, which reduced job matching time by 40% and increased user engagement by 30%, addressing key challenges faced by job seekers and recruiters.
- Integrated a PostgreSQL database with Redis cloud caching, improving data retrieval speeds by 50%. Recognized as winners of the Crimson Code hackathon among 100+ teams, showcasing rapid innovation and excellence in software development.

Bullet Hell (shooting game), Washington State University

01/2024 – 05/2024

- Developed a Java-based Bullet Hell Game using the LibGDX framework, completing the project 20% ahead of schedule and earning a grade of 95% in the Computer Architecture and Design Pattern course.
- Applied and implemented 5 key design patterns, improving code maintainability by 30% and demonstrating proficiency in software design, which contributed to a project evaluation score of 98%.

Bookstore, Personal Project

09/2021 – 11/2021

- Designed and implemented 15+ RESTful APIs using Java Spring Boot, supporting key features of the online book shopping application.
- Utilized Redis as a caching layer for frequently accessed data, reducing database query times by 40% and improving overall system response time by 30%.