Mahesh Kumar Srinivas

Software Engineer

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SUMMARY

Dedicated software developer with 2 years of experience in designing, developing, and maintaining backend APIs. Proven problem-solving and debugging skills across multiple programming languages within Agile/Scrum environments.

EXPERIENCE

Software Development Engineer (SDE)   Aug '22 — Aug '23
Perfios Software Solutions Pvt Ltd   Bengaluru, India

- Developed over 35 REST APIs using **Spring Boot** in **Java** for KYC, working with stakeholders to streamline data exchange processes.
- **Dockerized** existing microservices, reducing deployment time by 30% and facilitating faster migration.
- Automated database tasks, boosting operational efficiency by 20% through the execution of over 20 scheduled jobs.
- Implemented automated test cases using **Test-Driven Development**, increasing code coverage by 20% with Unit and Mockito tests.

Software Engineer   Aug '21 — Aug '22
Thoughtclan Technologies Pvt Ltd

- Contributed to the transition to a **microservices** architecture using Spring Boot, resulting in a 40% improvement in deployment frequency and enabling seamless scalability to support future growth in user demand.
- Designed and deployed a RESTful web service that automated a manual task, cutting completion time from 4-5 hours to 1 hour, significantly boosting team efficiency and productivity.

EDUCATION

Masters in Computer Science, Washington State University (GPA: 3.9 GPA)   Aug '23 — Dec '24
Bachelor in Information Science, BNM Institute of Technology (GPA: 8.73 GPA)   Aug '17 — Aug '21

SKILLS

Technical Skills   Java, Python, C++, Go/Golang, JavaScript, HTML, CSS, RESTful API
Frameworks   Spring Boot, Flask, Django, React
Cloud/Databases   AWS, Azure, MySql, PostgreSQL, MongoDB, Redis
Tools & Technologies   Git, Docker, Apache Kafka, Kubernetes, CI/CD, Jenkins, Unit Testing, Object-Oriented Programming, Data Structures, Algorithms, Software Development Design, Microservices, SonarQube, Swagger, Gradle, Linux

PROJECTS

Real-Time Data Pipeline with Kafka Link   May '24 — Aug '24

- Designed a scalable pipeline using **Apache Kafka** to stream data from Wikimedia, resulting in a 20% reduction in data processing time and enabling real-time indexing into **OpenSearch** for efficient search and analysis.
- Successfully scaled Apache Kafka brokers to handle a 3x increase in data flow, ensuring 99.9% data consistency through robust error handling and retries.

CV Center Link   Feb '24 — May '24

- Developed a centralized platform using **Java, Spring Boot**, **Hibernate**, **React**, **HTML**, **CSS**, reducing job application redundancy for users and improving job matching time by 40% through optimized candidate ranking and filtering.
- Integrated **PostgreSQL** with **Redis cloud caching**, improving data retrieval speeds by **50%**.

Bullet Hell (shooting game) Link   Jan '24 — May '24

- Developed a Galaxy Shooting Game using **LibGDX** and applied SOLID principles with patterns like **Singleton, Command, Factory, Abstract Factory, Decorator,** and **Observer** to ensure a modular and scalable design.
- Implemented a JSON-based simulation for dynamic level configurations and managed the project through iterative development, collaborating effectively and employing best practices in coding and version control with **Git**.

Socket Programming Link   Aug '24 Present

- Developed and implemented TCP/IP client-server applications in Python utilizing the socket module, allowing for real-time communication between networked systems.
- Multi-threaded servers were designed to efficiently manage concurrent client connections.

OTHER SIGNIFICANT PROJECTS

Bookstore (GitHub)
NewsBix (GitHub)
Address Book (GitHub)
IPL Insights (GitHub)