

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. Recognized by mentors and team leads for consistently delivering high-quality code.

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

Bengaluru, India

- 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.
- Analyzed and enhanced code quality with SonarQube, cutting complexity by 35% and duplication by 20%.
- 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

Master's in Computer Science, Washington State University (GPA: 3.9 GPA)

Aug '23 — Dec '24

Bachelor's 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, AngularJS, ReactJS

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, Personal Project [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, Personal Project [Link](#)

Feb '24 — May '24

- 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%.

Bullet Hell (shooting game), Washington State University [Link](#)

Jan '24 — May '24

- 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%.

AWARDS

Hackathon Winner

Recognized as winners of the Crimson Code hackathon among 100+ teams, showcasing rapid innovation and excellence in software development.

Pat on the Back

Earned a company award within the first four months of joining in recognition of my exceptional performance and contributions.

