

Mahesh Srinivas

Software Engineer

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SUMMARY

Dedicated software developer with over 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 Engineer

Schweitzer Engineering Laboratories (SEL)

Jan '25 — Present

Pullman, United States

- Developing a scalable microservice in **Go** for efficient network and serial port reservation management, leveraging design patterns to enhance **scalability, maintainability, and code reusability**.
- Containerized the microservice using **Docker** and authored **Kubernetes** YAML configurations for smooth deployment and orchestration in a Kubernetes cluster.
- Authored 100+ **unit tests** using **GoMock** and utility test functions, resulting in **97%** code coverage and significantly reducing regression issues.

Software Development Engineer (SDE)

Perfios Software Solutions Pvt Ltd

Aug '22 — Aug '23

Bengaluru, India

- Developed over 35 REST APIs using **Spring Boot** in **Java** for KYC, working with stakeholders to optimize data exchange processes, supporting backend development and **API** design.
- Containerized existing **microservices**, reducing deployment time and facilitating scaling, aligning with business logistics scales similar to those of global systems.
- Automated database tasks by writing **cron-jobs**, improving operational efficiency via scheduled jobs, and aligning with data-driven methodologies.
- Implemented automated unit and integration tests using **Test-Driven Development**, increasing code coverage to reinforce code quality, embodying a data-driven method for ensuring system reliability.

Software Engineer

Thoughtclan Technologies Pvt Ltd

Aug '21 — Aug '22

Bengaluru, India

- Designed and deployed a **RESTful** web service to automate manual tasks using **Postgres**, cutting significant time from team workflows and improving system throughput through strategic API design.
- 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

Frameworks Spring Boot, ReactJS

Cloud/Databases AWS, Azure, MySql, PostgreSQL, MongoDB, Redis

Tools & Technologies Git, Docker, Apache Kafka, Kubernetes, Unit Testing, Object-Oriented Programming, Software Development Design, Microservices, SonarQube, Swagger, Gradle, Linux

PROJECTS

Real-Time Data Pipeline with Kafka, Personal Project

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 98% data consistency through robust error handling and retries.

CV Center, Personal Project

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 a **PostgreSQL** database with **Redis** cloud caching, improving data retrieval speeds by 50%.

Bullet Hell (shooting game), Washington State University

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**.