

Mahesh Srinivas

Software Engineer

+1 509-715-7280 ◇ maheshkumarsrinivas@gmail.com ◇ Seattle, WA ◇ [LinkedIn](#) ◇ [Portfolio](#) ◇ [GitHub](#)

SKILLS

Programming Languages Java, Python, C++, Go, JavaScript, HTML, CSS

Frameworks & Libraries: Spring Boot, React, Django, Flask

Cloud & Databases AWS, Azure, MySQL, PostgreSQL, MongoDB, Redis

Tools & Technologies Git, Docker, Kubernetes, Apache Kafka, Gradle, Linux, SonarQube, Swagger

EXPERIENCE

Software Engineer

Jan '25 — Present

Schweitzer Engineering Laboratories (SEL)

Pullman, United States

- Enhanced system scalability and maintainability by developing a microservice in **Go** for network and serial port reservation management, leveraging **design patterns** to optimize performance and code reusability.
- Streamlined deployment and orchestration processes by containerizing a microservice with **Docker**, writing **Kubernetes YAML** manifests, and leveraging **Helm charts** for simplified management, reducing setup time by 30% and improving cluster reliability.
- Reduced regression issues by **97%** by authoring over **100** unit tests using GoMock and utility test functions, ensuring robust code quality and reliability.

Software Development Engineer (SDE)

Aug '22 — Aug '23

Perfios Software Solutions Pvt Ltd

Bengaluru, India

- Optimized data exchange efficiency for KYC processes by developing over **35** REST APIs using Spring Boot in Java, improving stakeholder collaboration and system performance.
- Accelerated deployment processes and enabled scalability by **containerizing** microservices, aligning with global-scale business logistics and reducing deployment time.
- Strengthened system reliability and code quality by using **Test-Driven Development (TDD)** to write unit and integration tests, achieving high coverage and reducing bugs.

Software Engineer

Aug '21 — Aug '22

Thoughtclan Technologies Pvt Ltd

Bengaluru, India

- Boosted team efficiency by designing and deploying a **RESTful** web service in **Flask**, automating manual tasks and reducing workflow completion time from 4-5 hours to 1 hour.
- Improved operational efficiency by **automating** database tasks with **cron jobs**, enabling data-driven scheduling and reducing manual overhead.

EDUCATION

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

Aug '23 — Dec '24

Bachelor of Engineering in Information Science, BNM Institute of Technology (GPA: 8.73)

Aug '17 — Aug '21

PROJECTS

Real-Time Data Pipeline with Kafka

May '24 — Aug '24

- Developed a high-performance real-time data pipeline using **Apache Kafka** to stream and process over **1,000** Wikimedia events per minute, generating real-time analytics on bot activity, website edits, and event frequency.
- Integrated OpenSearch for efficient indexing and search, achieving high data consistency through idempotent operations and robust error handling.

CV Center

Feb '24 — May '24

- Built a job application platform using **Java**, **Spring Boot**, **Redis**, **React**, and **PostgreSQL**, reducing application redundancy and improving candidate-job matching efficiency by **40%**.
- Integrated Redis caching to accelerate data retrieval, achieving a **50%** improvement in backend response times for high-frequency job searches.

Bullet Hell (shooting game)

Jan '24 — May '24

- Designed and implemented the Player component for a Bullet Hell shooter game using the **Singleton Pattern** and **SOLID** principles, ensuring a single, extensible instance that supported responsive gameplay.
- Engineered the Scoreboard with the Observer Pattern, enabling real-time score updates triggered by game events, reducing update latency by **50%** and enhancing user engagement.

Signature Pad

Dec '23 — Jan '24

- Developed an interactive Signature Pad web application using **HTML**, **CSS**, **JavaScript**, and Canvas API, enabling users to create, clear, and download digital signatures as PNG files, with support for both mouse and touch inputs for enhanced accessibility across devices.
- Improved user experience by implementing responsive design with **Bootstrap** and custom **CSS**, achieving a responsive interface optimized for various screen sizes, ensuring compatibility across desktop and mobile platforms.