

Mahesh Kumar Srinivas

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EDUCATION

Washington State University

Masters in Computer Science; 3.8 GPA

(Expected) 05/2025

BNM Institute of Technology

Bachelor of engineering in Information Science; 8.73GPA

08/2021

SKILLS

- **Languages:** Java, Python, C++, Groovy, JavaScript
- **Database:** Sql, MongoDB, Firebase
- **Cloud:** AWS, Microsoft Azure
- **Operating System:** Windows, Linux
- **Others:** SpringBoot, Algorithms, Data Structures, Hibernate, GIT, Docker, Kubernetes, Redis, REST APIs, HTML, CSS, Flask, Django, GitLab, IntelliJ, Tableau, React, 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, enabling the implementation of KYC features in the existing application, resulting in the addition 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 a project's success by developing **RESTful APIs** using **Java Spring Boot** for the application. From inception to delivery, aligned closely with application requirements, demonstrating adaptability and rapid learning of essential coding practices.
- 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, addressing the challenges faced by both job seekers and recruiters in the competitive job market.
- Integrated a PostgreSQL database with Redis cloud caching, providing recruiters with advanced filters for efficient candidate searches based on skills, job roles, location, and experience.

Bullet Hell (shooting game), Washington State University

01/2024 – present

- Developed a Java-based Bullet Hell Game using the LibGDX framework as part of a Computer Architecture and Design Pattern course.
- Applied and implemented design patterns learned in the course, showcasing proficiency in software design and application of computer architecture principles.

Book store, Personal project

09/2021 – 11/2021

- Designed and implemented **RESTful APIs** using **Java Spring boot** to support various features of the application for online book shopping.
- Utilized Redis as a caching layer for frequently accessed data, reducing database query times and improving overall system response.