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Mahesh Jamdade

github.com/maheshmnj maheshjamdade.com Linkedin

EMPLOYMENT

Open Source Engineer (Flutter & FlutterFire)

Nevercode HQ

June 2021 - August 2022

- I joined the Nevercode Triage team of four as an open-source engineer for Google OSS projects, particularly Flutter and FlutterFire.
- I helped triage more than 3000 bugs in the flutter SDK, Google mobile ads repo, Firebase-owned flutterfire, flutterfire website, and flutter website.
- Over 400+ bugs are raised each week, and the triage task involves validating, labeling, creating reproducible code samples, and spotting regressions.

Associate Software Engineer

CodeMonk

August 2020 - June 2021

- I contributed to an enterprise mobile application at Codemonk that has more than 10,000 installs, which allowed them to increase their revenue by 30%.
- By performing timely code reviews of my colleagues, I was also accountable to ensure the project's code was of high quality.
- Some of the different applications I worked on included online eCommerce, real-time fleet tracking, real estate software, and workspace management.

Flutter Developer

Altorum Leren Private Limited

June 2019 - August 2020

- For a client, I built "ibOrganic," an organic food delivery mobile app that was published to both Playstore and the AppStore with over 250 daily active users..
- I also assisted in the development of automation tools, which improved productivity of developers by at least 20%.

Android Intern

Hands in Technology Mumbai

June 2018 - Aug2018

• As an intern, I assisted in the enhancement of an existing native Android app. I collaborated with a two-person team to redesign the e-commerce app.

TOOLS AND TECHNOLOGIES

- Programming Languages: Dart, Python, C++, Java
- Operating Systems: Linux, Windows, Mac OS, Android
- Database: MySQL, MongoDB(basic),
- Frameworks and tools: Flutter, Android(Java), SwiftUI(Basic), Firebase, Bootstrap, Django
- Others: Git, GitHub, Jira, AWS (EC2, SES, code commit), CI/CD, Agile
- Testing: unit tests, integration tests, widget tests, BDD

EDUCATION

University of Massachusetts Dartmouth

Sept 2022 - May 2024

MS in Computer and Information Science

 Present Coursework: Theoretical Computer Science, User Interface Design and Techniques, Gamification Design. BE in Computer Science and Engineering.

• Main coursework: Data Structures, Design, and analysis of Algorithms, Database Systems, Operating Systems, and Software Engineering.

OTHER PROJECTS

- In my spare time, I enjoy contributing to open-source projects mainly the flutter repo; my contributions can be found here
- On <u>pub.dev.</u> I also maintain a few open-source flutter packages.
- As a side project, I have developed a Twitter bot using python which promotes free speech by forwarding tweets to specific users.
- I've also developed a few open-source and cross-platform apps and published them on the <u>Google</u> Play store.

ACHIEVEMENTS

- Freecodecamp Javascript Algorithm and Data Structure Certification
- Flutter Create 2018/19 Certificate from Google for participating in Flutter Create Contest" held by Flutter