

## Contact

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## Top Skills

C

Linux

Algorithms

# Pradeep Ramaswamy

Director of Engineering at GoFundMe  
Fremont, California, United States

## Experience

### GoFundMe

Director of Engineering  
June 2024 - Present (1 year)  
San Francisco Bay Area

### Belong

5 years 10 months

### VP of Engineering

August 2023 - June 2024 (11 months)  
San Francisco Bay Area

I oversaw the entire engineering organization, including Frontend, Backend, Mobile, and Data teams, while maintaining a hands-on approach to key projects. My role involved strategic leadership and active participation, ensuring cohesive development and innovation across all technical domains.

### Director (Head) Of Engineering

August 2020 - July 2023 (3 years)  
San Francisco Bay Area

Led the expansion and structuring of Belong's engineering team, initiating operations in Latin America and establishing a comprehensive hiring process. Built and managed the mobile team, delivering the first mobile app using React Native. Developed a new payments infrastructure and implemented frontend instrumentation hands-on. Transitioned our systems to a multi-language microservices architecture, enhancing scalability and resilience. Prototyped micro frontends for internal tools, significantly improving engineering efficiency. Managed managers to optimize leadership processes and collaborated with Product, Design, and Technical Leads to create and execute quarterly roadmaps aligned with business goals. Fostered a culture of innovation and applied best practices like code reviews and continuous integration, thereby elevating engineering capabilities.

### Founding Team

September 2018 - July 2020 (1 year 11 months)  
San Francisco Bay Area

Led a team of 5 engineers to develop the MVP, delivered within 8 months. Set up the frontend technologies using React and participated in hiring the engineering team. Additionally, managed the deployment of our services on AWS and established systems for observability, ensuring effective performance monitoring. Contributed to the development tracking processes and communication with founders, aligning our technology efforts with business goals.

## Gametime United

### Lead Engineer

February 2017 - August 2018 (1 year 7 months)

San Francisco Bay Area

React | Go | Webpack | SSR

Built and managed the web platform for Gametime in 4 months from scratch. Raised a customized React stack with Server-side rendering, redux, react-router, webpack. Led the transition to the dark theme across the entire website. Developed the birds-eye stadium view in browser with the ability to zoom and pan the entire stadium or arena to enable the ultimate experience to purchase the tickets. Worked with the marketing team to lead several on-page SEO initiatives which includes URL optimization, link building, schema and JSON LD. Closely collaborated with Mobile and Backend engineers to achieve feature parity and to enable seamless transition between mobile and web. Implemented Image optimization to reduce page load times and enable high mobile web accessibility.

## BeePi

### Staff Engineer

October 2015 - January 2017 (1 year 4 months)

Los altos

React | SSR | C#

Responsible for building and managing the frontend engineering at BeePi. I led the transition of BeePi.com to React and architected a custom server-side rendering solution. Collaborated closely with Product and Design to execute the technical roadmap. Established engineering processes with code reviews, continuous integration, and testing.

Implemented the 360 Degree view for BeePi cars, enabling our users to buy the cars with higher confidence. Built and managed D3 visualizations to help

the car sellers to understand the pricing model of Beepi. Responsible for building the next generation user accounts to enable consumers to view their receipts, delivery status, seller pick tracking in one place. Focused on internal tools to achieve higher efficiency of internal teams. Actively hired front-end engineers to deliver business requirements.

## Walmart eCommerce

### Senior Frontend Engineer

March 2015 - October 2015 (8 months)

React | D3 | Analytics | Visualizations

Developed sophisticated visualizations to effectively represent the inventory capacity of various items (SKUs). Utilizing technologies like React and D3.js, I created interactive and intuitive graphical representations that enhanced the understanding of inventory dynamics.

## Amazon

### Software Development Engineer

June 2012 - February 2015 (2 years 9 months)

Alexa | Javascript | Angular | Java | Apache Cordova | Agile

Integral in the frontend development of the MVP for the Music services in the Amazon Alexa companion app, utilizing hybrid mobile app technologies. Worked closely with backend teams to integrate music streaming services, ensuring smooth and responsive app performance. Actively participated in agile development processes and end-to-end testing automation. Addressed technical challenges related to cross-platform compatibility and streaming quality, upholding high standards of app responsiveness and reliability.

AWS | Javascript | Java | jQuery | Analytics (Visualizations) UI

Focused on developing the mobile Analytics service, particularly honing in on frontend development and the analytics user interface. This project required close collaboration with senior AWS leaders to integrate effective authentication protocols and adhere to the established design standards. My role involved overseeing the project from its early stages to final deployment, emphasizing a scalable and user-centric front-end design.

## North Carolina State University

## Research Assistant

August 2010 - June 2012 (1 year 11 months)

Real-Time Coastal Monitoring System – Dr.Mihail Sichitiu.

Researched and developed a solution to monitor the aquatic health of coastal regions. As part of this research, I built a prototype to enable the transfer of sensor data from 1000s of floating nodes in the ocean back to the server using beagle boards, Bluetooth, and Wireless technologies.

## Juniper Networks

Senior Member Of Technical Staff

May 2008 - May 2010 (2 years 1 month)

- Proposed and implemented a new module to detect the host machines using NETBIOS packets. This feature was approved by the architects and Juniper switches are the first to support this mechanism.
- Developed a smart reflex feature to synchronize the servers with a push model.
- Implemented a feature to increase the efficiency and the speed of client communication in LLDP.
- Maintained complex protocols like OSPF and BGP.

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## Education

North Carolina State University

MS, Computer science · (2010 - 2012)

PSG College of Technology

BE, Computer science · (2004 - 2008)

GRG

BE, computer science · (2002 - 2004)