Megha Bindiganavale

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Technical Skills

Languages: Typescript, Scala, Kotlin, Java, MATLAB, Swift, Python, C

Tools: SQL, LLM, MongoDB, React, Android SDK, Datadog, Git, AWS (S3, OpenSearch, Lambda), Gradle, RESTful API Design, OpenAI, Anthropic Claude

Education

University of California, Davis, BS in Neurobiology, Physiology, and Behavior **Sept 2015 – June 2018**

- Magna Cum Laude, GPA: 3.75/4.0

University of California, Berkeley, Full-Stack Software Engineering Program **March – August 2019**

- Certification in Software Development

Experience

Asana – San Francisco, CA

Software Engineer II - AI Retrieval **May 2023 - Present**

- Prototyped and implemented AI smart text formatting using OpenAI API, which became a key smart editing feature contributing to an estimated $260,000 in ARR and enhanced user engagement
- Enhanced AI capabilities with our AI chat feature by optimizing task and data retrieval through semantic embeddings and smart ranking, increasing feature interaction by 6.5% and improving collaborative metrics
- Improved user engagement with Asana's core features through Helpbot, an AI-driven chatbot that utilized AWS OpenSearch embeddings and Claude API to find relevant documents, resulting in a $390,000 ARR win
- Led ML experiments with one other engineer to improve search ranking across the product, generating $790,000 in revenue and improving search result accuracy
- Authored detailed documentation on implementing rate limits for Asana's AI features, streamlining the process across all engineering teams in the company
- Conducted code reviews and provided mentorship to junior developers, including interns and apprentices, fostering a culture of continuous learning and improvement
- Developed the company's first prompt engineering library, serving as a comprehensive knowledge base for AI tools
- Selected through a interview process to join this newly formed team focused on pioneering AI features

Software Engineer II - Mobile Experience **Oct 2022 - May 2023**

Software Engineer I - Mobile Experience **Mar 2021 - Oct 2022**

- Led a team of 3 engineers to revamp task UI elements across the app, enhancing user experience and resulting in a 6.5% increase in task assignments and an 11% increase in collaborators invited and accepted
- Built a time tracking feature for mobile, leading to a 1.5% increase in tasks loaded at the grid row in the list view and a 2.7% increase in followers added
- Added support for custom fields in personal projects on mobile, increasing project custom field usage by 5.03% and new user adoption by 4.75%
- Collaborated with product managers and designers to define and prioritize features, ensuring alignment with business goals and user needs

Software Engineering Apprentice - Core Experience **Oct 2020 - Mar 2021**

- Contributed to the widget-based homepage revamp, resulting in a 3.3% increase in mobile sessions and 1.36% increase in Asana sessions
- Redesigned project creation flow, resulting in a $3M ARR win, a 600% increase in template usage, and significant boosts in Custom Fields (200%) and Rules creation (40%)

- Established and led a weekly intern and apprentice technical pairing group to facilitate knowledge sharing and mutual support

Stanford School of Medicine – Palo Alto, CA

Research Assistant II **Jan 2019 - Jun 2020**

- Configured and validated a diagnostic device (RETeval) using Lua, RFF extractor, and MATLAB/R, effectively distinguishing optic neuropathy eyes from non-optic neuropathy eyes
- Developed an iOS mobile application using Swift and Zeiss One Plus VR Headset to measure eye misalignment, achieving repeatable and reliable measurements with positive user feedback
- Spearheaded clinical testing for the RETeval device and iOS application, proving them to be cost-efficient and versatile, eliminating the need for operator expertise
- Presented research developments at national conferences and co-authored manuscripts

Publications

Development and validation of a virtual reality smartphone based Double Maddox rod application for assessment of torsional ocular misalignment **Mar 2022**

Megha Bindiganavale, David Buickians, Scott R. Lambert, Zachary M. Bodnar,, Heather E. Moss

nih.gov/pmc/articles/PMC9064886/

Development and Implementation of a Handheld Pupillometer for Detection of Optic Neuropathies **Feb 2021**

Megha Bindiganavale, Heather E. Moss

nih.gov/33541152/

Projects

PEAK - Virtual Reality Interview Prep **github.com/meghabprasad/Peak**

- Built a virtual interview prep platform that boosts self-confidence through mock interviews presented using the Oculus Rift headset and immediate performance feedback on a web application
- Tools Used: Oculus Rift, Python, C#, Google Cloud Platform (NLP), APIs

Gymate - Social Gym App **github.com/meghabprasad/gymate**

- Built a full stack social application which allows users to add routines to their profiles, add stats, and compete with randomly matched buddies.
- Tools Used: Okta, AWS S3 Buckets, HTML/CSS, JS, MySQL, Handlebars, Sequelize, Materialize

Virtual Fridge **github.com/meghabprasad/virtual-fridge**

- Developed a full-stack MERN application that serves as a virtual fridge that can store ingredients, find recipes based on the ingredients in the fridge, and find nearby grocery stores to buy missing ingredients
- Tools Used: React, Express, MongoDB, Node.js, Okta, Google Maps API, Spoonacular API, Okta HTML/CSS, JS, Material UI

Leadership and Awards

Asana AX Award (2024) - Recognized for cutting through complexity and innovating in AI

Asana Gigabyte Leader (2021-2023) - Supported women and TGNC engineers through events and workshops

Stanford Hackathon Winner (2019) - Awarded for best entertainment hack using VR for virtual interview prep