KARTHIK MUTHUSAMY

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EDUCATION

- **M.S. (Computer Science and Engineering),** *Santa Clara University, CA* · Graduated Mar 2015 [3.77 GPA]
- **B.E. (Computer Science and Engineering),** *Anna University, Chennai, India* · Graduated Apr 2013

RELEVANT COURSEWORK

Software Engineering, Web programming, iOS Development, Design Patterns, Database Systems, Design & Analysis of Algorithms, Software Development Process Management, Information Security Management, Computer Forensics

COMPUTER SKILLS

- **LANGUAGES -** HTML5/CSS3, JavaScript, Python, SQL, Mongo, C, Objective-C, Swift, PHP, Java
- **TECHNOLOGIES/TOOLS -** Bootstrap, Blueprint, SASS ; React, Redux, jQuery, Node, REST ; MySQL, PostgreSQL, MongoDB ; Apple iOS SDK - Xcode ; Git, Markdown ; Photoshop, Sketch ; Cisco iOS-XR 6.0

PROFESSIONAL EXPERIENCE

Software Engineer, Cisco Systems Inc. *Jul 2015 - Present*
821 Alder Dr, Milpitas, CA 95035

- Lead a front-end web development team focused on providing solutions and tools for internal test automation
- Design, develop and maintain web services using React that facilitates the test automation infrastructure and provides insightful visualizations, aggregations and analytics on diverse sets of data
- Collaborate with the infrastructure and back-end teams to define and review requirements, help plan out and prioritize features, design prototypes and mockups to aid implementation
- Engage in architectural discussions, code reviews, pair programming and other mentorship activities with the team to encourage best practices and ensure that the end product is efficient, highly maintainable and intuitive to use

Previous role

- Reviewed software requirements and specifications, created and executed test plans that provided exhaustive coverage
- Designed, developed and maintained automation scripts in Python to monitor software quality across various IOS-XR platforms

ACADEMIC PROJECTS

- **TEAMS -** Built a *team collaboration* app targeted at students and organizations which includes task management, messaging, file sharing and more. *(Winter 2015 ; HTML5, NodeJS & MongoDB [Meteor])*
- **TETRIS -** Designed and developed a *Tetris clone* with user profiles and scoreboard features using AJAX, HTML5 Canvas and HowlerJS audio framework. *(Fall 2014 ; HTML5, JS, PHP & MySQL)*
- **SHIPWARS -** Designed and Developed a *turn-based strategy game* in Java to demonstrate the behavior of several GoF design patterns. *(Summer 2014 ; Java & PostgreSQL ; Team of 2)*
- **SPARK -** Built a *hyperlocal chat app for iOS* which provides near-range communication without internet access using MultipeerConnectivity and CoreLocation frameworks. *(Spring 2014 ; iOS/Objective-C)*
- **LELIVRE -** Teamed up with one other person to design and develop a full-featured *online bookstore web app*. *(Spring 2014 ; HTML5, JS, PHP & Postgres ; Team of 2)*
- **STOCKR -** Collaborated with a team of 4 using Agile methodologies to create a web app and a mobile *app for managing store inventory*. Our client was the Cellar Market store at SCU. *(Fall 2013 ; Web app - HTML5, JS & PHP ; Mobile app - Java, HTML ; Team of 4)*

LEADERSHIP EXPERIENCE

- *Design and Media Head -* computer science department symposium *(2013)*
- *Head Editor -* department newsletter *(2010-2012)* and college magazine *(2010)*