

KARTHIK MUTHUSAMY

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EDUCATION

- M.S. (Computer Science and Engineering), *Santa Clara University, CA* (3.77 GPA) **Mar 2015**
- B.E. (Computer Science and Engineering), *Anna University, Chennai, India* **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** - JavaScript (ES6), HTML5/CSS3, Python, SQL, Mongo, C, Objective-C, Swift, PHP, Java
- **TECHNOLOGIES/TOOLS** - React, Redux, jQuery, Node ; Bootstrap, Blueprint, SASS ; MySQL, PostgreSQL, MongoDB ; Flask, REST, Postman, Swagger, Docker, Jenkins, AWS ; Apple iOS SDK, Xcode ; Git, Markdown ; Photoshop, Sketch ; Cisco IOS XR

PROFESSIONAL EXPERIENCE

Software Engineer, *Cisco Systems Inc., 821 Alder Dr, Milpitas, CA 95035*

Jul 2015 - Present

- ➔ Create solutions that complement the latest IOS XR features in areas of software infrastructure, software qualification and data insights, with both internal and customer-facing products.
- ➔ Design, develop and maintain scalable and resilient web services that enables new functionality supported by IOS XR, facilitates the test automation infrastructure and provides insightful visualizations, aggregations and analytics on diverse sets of data from across the organization.
- ➔ Collaborate with other teams to define and review requirements, help plan out and prioritize features.
- ➔ Work closely with UX team to iterate over prototypes and mockups to aid in the final implementation and help create the best experience for the end users.
- ➔ Engage in architectural discussions, code reviews, pair programming and other activities with the team to encourage best practices and ensure that the end product is fast, efficient, highly maintainable and intuitive to use.

Previous Role

- ➔ Reviewed software requirements and specifications, created and executed test plans that provided extensive 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. (*HTML5, NodeJS & MongoDB [Meteor]*) **Winter 2015**
- **TETRIS** - Designed and developed a Tetris clone with user profiles and scoreboard features using AJAX, HTML5 Canvas and HowlerJS audio framework. (*HTML5, JS, PHP & MySQL*) **Fall 2014**
- **SHIPWARS** - Designed and Developed a turn-based strategy game with one other teammate in Java to demonstrate the behavior of several GoF design patterns. (*Java & PostgreSQL*) **Summer 2014**
- **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*) **Spring 2014**
- **LELIVRE** - Teamed up with one other person to design and develop a full-featured online bookstore web app. (*HTML5, JS, PHP & PostgreSQL*) **Spring 2014**
- **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. (*Web app - HTML5, JS & PHP ; Mobile app - Java, HTML*) **Fall 2013**