
OBJECTIVE

User-Focused Front End Engineer well versed with JavaScript. Experienced with building features from the ground up and contributing to existing code. I am a strong advocate of clean, DRY and standard compliant code.

TECHNOLOGIES

JavaScript, jQuery, HTML, CSS, JSX, React, Node.js, Express, MySQL, AJAX, Bootstrap, Web Performance, Browserify, Responsive Design, REST, DOM Manipulation, JSON, Design Patterns

PROJECTS

- **Arcade game** - The goal is to create the classic arcade frogger game using the newly acquired skills in Object Oriented JS and HTML5 Canvas. The app is hosted at ([link](#))
- **Neighborhood Map** - A single page application featuring the tourist attractions of the city of San Francisco. The app calls google maps API and foursquare. It is also responsive and resizes using CSS Flexbox and media queries. The app is hosted at ([link](#))
- **MyBudgetApp** - An app to track our monthly budgeting(adding/removing income and expenses for particular month. The app is hosted at ([link](#))
- **Web Performance Optimization** - I was given a poorly optimized website. The goal of the project was to optimize the site to achieve a high PageSpeed Insights score and high FPS.
- **Random Quote Generator** - An app which is calling an open source API to get quotes. This is integrated into my home page

EDUCATION

Udacity Frontend Nanodegree (link)	2017
University of Florida	2010 - 2012
Masters in Science, Computer Science and Engineering	

PROFESSIONAL EXPERIENCE

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| Senior Software Engineer in Test, AppDirect | Feb 2015 – Present |
| <ul style="list-style-type: none">• Designed and Developed a robust library of test scenarios for new and old features.• Led weekly meetings to discuss regression results, blockers to ensure smooth weekly releases and decrease delays by about 20%• Owned the releases for developer services scoping to the developer portal, billing and product purchase flows.• Built an application to track bugs and weekly merging feature pull requests. This tool won the hackday award and is currently being worked by the platform team to deploy it in production. | |
| Software Engineer in Test, Citrix | July 2012 – Feb 2015 |
| <ul style="list-style-type: none">• Led daily scrums to ensure that all the deliverables are being worked on according to the priorities, customer requirements and commitments• Spearheaded requirements and feature specifications with developers and architects; acted as SME for key product features such as Workload Catalog Upgrade• Trained internal and external stakeholders on the product features and resolved escalated customer issues | |

