
Summary

Frontend Engineer specializing in JavaScript, React & Redux with experience in developing and shipping a large-scale web application. Experience in building reusable, and modular UI components. Strong product and design acumen. Experience in CI/CD and microservices architecture.

Professional Experience

Software Engineer – UI, AppDirect

Aug 2017 – Present

Project CheckoutV2

- Build large-scale web applications like AppDirect platform's checkout experience using React & Redux
- Build & Deliver features like Contracts, Discounts, Tiered pricing, Physical Goods for the checkout platform
- Build React components like Product Panel, Payment, Summary Card, Unit etc. for the different pages in the checkout flow namely Configure, Billing & Shipping and Review integrated together using React Router
- Build custom UI purchase experiences for Microsoft Office 365, Google Apps, Domain and Add-on products
- Collaborate with designers and product managers to bring the best experiences to life
- Build and integrate feature flagging service to control feature/component availability across the platform and deliver custom user workflows
- Build the monitoring and alert configurations through Prometheus to send notifications on slack/pager-duty when the services violate the SLA
- Utilize Enzyme to write unit tests for the reducers, components and Puppeteer for end to end user flows
- Utilize Pact to write contract tests to ensure contracts are honored between provider and consumer microservices (purchase, shopping-cart, tax, invoice, payments, fulfillments etc.)
- Contribute components to the AppDirect React Components library through storybook

Project Rainmaker

- Built and maintained AppDirect's very first public payment js library to enable customized checkout flows for our partners
- Built a chrome extension (used internally at AppDirect) to grab app metadata instead of going through the database. This extension shows a layup with app parameters like user-uuid, company-uuid, pricing-uuid etc.
- Built a dashboard application to track bugs and weekly merging feature pull requests. This tool won the best business impact award at the hackathon event and is currently being used within the company.

Senior Software Engineer in Test, AppDirect

Feb 2015 – Aug 2017

- Designed and Developed a robust library of test scenarios for new and legacy features.
- Owned the releases for Developer Services module which included developer portal, billing and product purchase flows.

Software Engineer in Test, Citrix

July 2012 – Feb 2015

- 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, Storefront Support etc.

Side Projects

- **Slack Clone** - An app similar to slack built in React where users can chat in a group or individually, create channels etc.
- **Pet Finder** – Built an app in React and Redux to search for pets available for adoption using Pet Finder API
- **Neighborhood Map** - A single page responsive web application featuring the tourist attractions of the city of San Francisco utilizing google maps API and foursquare API
- **Frogger Clone** – Built classic arcade frogger game using object oriented javascript and HTML5 canvas
- **Instant Movie Search**- Used Vanilla JS (no libraries or framework) to implement an instant movie search UI utilizing Open Movie Database API while exploring advanced javascript and css patterns

Education

University of Florida
M.S. (Computer Science and Engineering)

2010 - 2012