+1 352-226-2150
San Francisco Bay Area

Mohit Menghnani

m.menghnani@gmail.com
Github | Portfolio

Summary

User Interface/Frontend Engineer specializing in JavaScript, React & Redux with experience of working with early stage startups as well as larger established companies.

Professional Experience

Software Engineer – UI, AppDirect   Aug 2017 – Present

Project CheckoutV2

- Rebuilding platform's checkout experience as an independent web app on React and Redux
- Building react components (like Product Panel, Payment, Summary Card, Unit) for different pages Configure, Billing & Shipping and Review integrated together using React Router
- Contribute React components to the AppDirect React Components library so that other teams can reuse them according to their needs through storybook
- Build custom UI purchase and form experiences for Microsoft O365 and Google Apps & domain purchases
- Collaborate with designers and product managers to define & develop the best visual and behavioral requirements for the revamped interfaces, implement them and release them to production
- Build the monitoring and alert configurations through Prometheus to send notifications on slack/pager-duty when the service violates the SLA
- Using enzyme with write unit tests for the reducers, individual components and utilizing puppeteer for end to end smoke testing
- Using Pact to write contract tests on the consumer side and interact with all the provider microservices (purchase, shopping-cart, tax, invoice, payments etc.)

Project Rainmaker

- Built and maintained AppDirect's very first public payment js library to enable customized e-commerce checkout flows for our partners
- Built a chrome extension (used internally in AppDirect) to grab app metadata instead of going to 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 hackday 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 scoping to the 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

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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

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Education

Udacity Frontend Nanodegree (link)   2017
University of Florida   2010 - 2012
M.S. (Computer Science and Engineering)