

NISHA SUDARSANAM

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SUMMARY

- Hybrid experience in product management and software engineering realms.
- Hands-on experience with leading small agile engineering teams.
- Proven ability to getting things done on fast-moving projects across diverse teams like marketing, content acquisition, business development, engineering and customer support.

TECHNICAL SKILLS

Primary: C#, C++

Secondary: Golang, Python

Tools: SQL, AWS technologies such as Lambdas/DynamoDB, Git, Jira, Mode Analytics, Sumo Logic, Visual Studio/Visual Studio Code

PROFESSIONAL EXPERIENCE

PRODUCT MANAGER - PLAYER EXPERIENCE

TuneIn

Sept 2017-Present

- Leading a cross-cutting HLS initiative within the company to move to HLS as our core streaming protocol. This includes coordinating potentially risky rollouts, managing AB tests, defining metrics for those tests and finally coordinating multiple internal and external stakeholders to transition our streams to HLS along with adding support on internal clients and the streaming platform.
- Managing our next generation player project which involves rewriting the underlying mobile players on Android and iOS. Translated an open-ended, multi-quarter project into measurable milestones for execution. Worked with analytics to build multiple dashboards for tracking metrics of interest. Also working to establish a foundation for the player UI that will allow for rapid AB testing and iteration of features.
- Drove the launch of 39 music stations on our in-house, AWS hosted music streaming platform in collaboration with the music content team. Designed a music “cloning” feature that continuously creates variations of playlists running on pre-programmed stations. Our in-house music stations currently constitute the most profitable content vertical within TuneIn.

ENGINEERING AND PRODUCT MANAGER, STREAMING

TuneIn

Jan 2017-Sept 2017

- Managed a 6 person streaming team and helped build the foundation of the internal streaming platform in Go, deployed wholly in AWS. Helped build multiple risk mitigation plans such as backup environments, monitoring and alerting systems for games that require high reliability. Ultimately, the 2017 MLB World Series on TuneIn was broadcast on this platform.
- Managed the TuneIn’s First Play Program, a project involving several stakeholders including our content, marketing, analytics and engineering teams along with various external partners to create a program for podcasters to share advance previews of episodes on the platform. Being the launch manager also involved defining metrics of success for the program as well as creating an auto-download feature on mobile apps to pre-download episodes a user might be interested in. The program brought in 50000 new listeners within a 2 month period.

STAFF ENGINEER

TuneIn

Jan 2016-Present

- Built the Home screen on the server side which contains a user’s recents, recommendations and featured content. Worked with product, analytics and content operations to help generate metrics of success for the home screen. Today, 70% of all listening on TuneIn originates from the Home screen.
- Designed and implemented a view-model API that was tailored for mobile clients. Enabled a vast amount of AB testing and server-led customization of UI layouts in the app. This API now forms the foundation for the Android and iOS app with many of the API elements becoming part of the company jargon outside of development teams.
- Was one of 3 women from TuneIn nominated for Sequoia’s year-long [Ascent Mentorship](#) program.

SENIOR SOFTWARE ENGINEER

TuneIn

Jan 2014-Jan 2016

- Part of a 2 person team responsible for design and implementation of TuneIn’s new JSON/REST based server-side API written in C# allowing clients to transition off a legacy xml API. The API continues to run and supports 1000 requests/second at peak times.
- Implemented the server-side representation and API for profile pages of every type of entity that exists in TuneIn. Profiles form a critical component of the user journey in listening to content on TuneIn. TuneIn currently has 60 million active users per month with 100000 stations.
- Worked with Operations team for production deployment and post-release API monitoring. Became the informal monitoring lead of the server team, creating dashboards and alerts for the team in Datadog and SumoLogic.

SENIOR SOFTWARE ENGINEER AND TEAM LEAD

Mindjet

Sept 2011-Dec 2014

- Led a team of up to 6 developers (including 2 offshore) working on Mindjet's flagship product, MindManager for Windows (currently with 2 million paid users). Mindjet was later acquired by Corel in 2016.
- Besides performance reviews, planned stories, managed team iterations and bug scrubs using Jira.
- Worked closely with the Design and Product Management teams, planning and designing all features for 8 consecutive releases of MindManager.
- Delivered a formulas feature giving users the ability to incorporate business logic into their mind-maps. Also helped release integration with Mindjet's online task management tool, a key component in the company's SaaS offering.
- Helped deliver client-side integration with Mindjet's SaaS platform, a framework that supports cloud storage and concurrent editing of online maps by multiple users.
- Managed an out-sourced team in Sweden to deliver a new brainstorming feature developed as a VB.net plug-in.
- Managed client-side integration of the internal SaaS platform in MindManager for Mac, overseeing 2 developers.

SENIOR SOFTWARE ENGINEER

Mindjet

Sept 2010-Sept 2011

- Helped design and deliver a C++ based Gantt control, which presented a new view to visualize tasks in mind-maps.
- Rebuilt task "roll-ups", a feature that enabled users to quickly identify in-progress and delayed tasks on a mind-map. Moved it from a plug-in to a full-fledged MindManager feature, making the feature function 50% faster.

SOFTWARE ENGINEER

Mindjet

Sept 2008-Sept 2010

- Informally promoted to Team Lead in August 2009 leading a team of 3 developers.
- Helped deliver a prototype written in C++ to Microsoft that took advantage of Windows7 features in MindManager. Included features like Jump Lists and live preview of maps in the Windows7 task-bar. The prototype was showcased in PDC later that year.
- Managed an out-sourced development team to deliver a C# plug-in that connects MindManager to SharePoint sites. The plug-in combines results of various SharePoint queries into a single map. This feature is now used in major enterprises such as Boeing.

JUNIOR SOFTWARE ENGINEER

Mindjet

Feb 2007-Sept 2008

- Implemented WebDAV support in C++/C# enabling users to open and lock maps on SharePoint/WebDAV servers, later forming a basis for full SharePoint document management capabilities in MindManager.
- Co-developed an alternative rendering framework using Windows Presentation Framework (WPF). Features included a fish-eye zoom and videos in maps.
- Implemented a new PowerPoint export feature in C++ that exported various map layouts using the PowerPoint COM API.

EDUCATION

WASHINGTON UNIVERSITY IN ST. LOUIS, St Louis, U.S.A

2003-2006

Master of Science, Computer Science and Engineering

SHAH AND ANCHOR COLLEGE OF ENGINEERING, Mumbai, INDIA

1999-2003

Bachelor of Engineering, Computer Engineering

PUBLICATIONS

- **Nisha Sudarsanam**, Cindy Grimm, Karan Singh, "Non-linear Perspective widgets for creating Multiple-View Images", In "Symposium on Non-photorealistic Animation and Rendering", pages 69-79, 2008.
- **Nisha Sudarsanam**, Cindy Grimm, Karan Singh, "CubeCam : A screen-space camera manipulation tool", In "International Symposium on Computational Aesthetics in Graphics, Visualization, and Imaging", 2009
- **Nisha Sudarsanam**, Cindy Grimm, Karan Singh, "Interactive Manipulation of Projections with a Curved Perspective", In "Eurographics short papers", volume 24, number 3, pages 105-108, 2005.
- Reynold Bailey, Ann McNamara, **Nisha Sudarsanam**, and Cindy Grimm, "Subtle Gaze Direction", ACM Transactions on Graphics, Vol. 28, No. 4, 2009.
- Karan Singh, Cindy Grimm, **Nisha Sudarsanam**, "The IBar: A Perspective-based Camera Widget", In "UIST" 2004.
- Leon Barrett, Patrick Coleman, **Nisha Sudarsanam**, Karan Singh and Cindy Grimm, "3D Screen-space Widgets for Non-linear Projection", In "Graphite" 2005.

VOLUNTEERING

- Volunteered at Oakland City Attorney's office to build their [website](#) in 2017.
- Volunteered at League of Women Voters to help build their city departments explainer in 2017.
- SFED volunteer between 2013-2014 at Everett Middle School, San Francisco.
- Asha for Education volunteer 2007-2008