

PREETHAM B

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WORK EXPERIENCE

Software Development Engineer - II Capillary Technologies || Alp Consulting

April 2022 - Present Bangalore

- Streamlined product lifecycle from 3 to 2 quarters through meticulous planning and technical guidance, resulting in a 60% increase in development efficiency.
- Implemented dynamic micro-frontends, cutting integration time by 40% and boosting system performance.
- Mentored new team members, reducing ramp-up time by 40% while leading end-to-end development, maintaining system stability with 99.99% uptime.
- Leveraged NewRelic for monitoring, decreasing error rate by 30% and implemented proactive monitoring of critical flows by automating with WebdriverIO.
- Revamped the save process using React with Redux, optimizing data management and achieving a remarkable 90% reduction in data save time.
- Implemented Test-Driven Development (TDD) using Jest, Supertest, and RTL for both UI and backend, increasing code reliability and reducing errors.

CodeCraft Technologies

July 2021 - 2022 Mangalore

- Architected and implemented the backend for ECG reports using NestJS and MongoDB, leveraging Test-Driven Development (TDD) to ensure high code reliability and maintainability.
- Developed robust and scalable APIs, while providing mentorship to team members on performance optimizations and best practices.

Juegostudios Private Limited

July 2019 - 2021 Mangalore

- Designed and developed highly scalable server applications, focusing on back-end solutions for multiplayer games, chat, and real-time applications.
- Organized and prioritized tasks to complete assignments efficiently, contributing ideas and suggestions in team meetings, and delivering updates on deadlines, designs, and enhancements.
- Worked both independently and collaboratively to solve problems, optimizing project code to enhance performance.
- Implemented App Store in-app purchase verification at the server end.
- Fixed heap out-of-memory issues in legacy codebases, improving system stability and performance.

Key Projects and Research:

- Developed real-time and turn-based gaming applications using NodeJS, Serverless, and PHP.
- Notable Projects:**
 - NodeJS:** Kalutai, Earth Arena, SOA, MCL Poker, GamesApp Poker Engine.
 - Serverless:** NOMOS, Teenpatti, Burraco Italiano, Configurable Card-Game Engine (Poker Master).
 - PHP:** Earth Arena, SOA.
- Configurable Card Game Engine (Poker Master):** Supported poker variants with serverless API, WebSocket, MySQL, and Redis.

OBJECTIVE

“Experienced Frontend Engineer with expertise in React, Redux, and JavaScript. Proven track record in delivering high-quality web applications and optimizing performance and user experience. Seeking a challenging position to contribute to organizational growth while fostering professional development.”

SKILLS

Proficient with: JavaScript (ES6+) • React.js (v16+) • HTML • CSS (SCSS, SASS) • TypeScript • Python • PHP
Familiar with: Golang • C++ • Bash
Technologies and Frameworks
React.js (v16+) • Redux • Webpack • Babel
Node.js • Express • MySQL • MongoDB • PostgreSQL • SQL
Redis • Socket.IO/WebSocket • Docker • AWS
Selenium • Git
APACHE2 • NGINX • New Relic • FullStory • Grafana • Bugsnag • Jest • React Testing Library

LANGUAGES

English	●●●●●●
Kannada	●●●●●●
Hindi	●●●●●●
Tulu	●●●●●●

EDUCATION

Bachelor of Engineering in Computer Science and Engineering

Shree Devi Institute of Technology

Graduated August 2019 | Mangalore,IN

HOBBIES

- Football
- Programming
- Gaming

Competitive Programming Scalable Compiler with Docker

| [GITHUB](#)

- Developed a Node.js application to execute client-side code in various languages (Python2, Python3, JavaScript, C++, Golang) within Docker containers, returning results or errors efficiently.
- Architected a scalable system using Docker to create multiple containers, with load balancing handled by an NGINX container employing the round-robin algorithm.