

Priyadharshini Damodharan

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EDUCATION

Washington State University

Master of Science in Computer Science

Dec 2024

GPA: 3.97/4.00

Anna University - Sri Sairam Institute of Technology

Bachelor of Engineering in Computer Science and Engineering

2016 – 2020

CGPA: 8.65/10.00

WORK EXPERIENCE

Software Engineer

Sopra Steria

Jan 2021 – Aug 2023

Chennai, TN

- Collaborated with cross-functional teams to design and develop high-performance REST APIs in Java, incorporating Redis caching to enhance response times by 30% and optimize data retrieval processes in mission-critical workflows, improving system efficiency and user satisfaction.
- Spearheaded the migration of a monolithic application to a microservices architecture using Spring Boot, boosting scalability and minimizing downtime, leading to a 40% faster release cycle and improved fault isolation.
- Optimized system performance by integrating Apache Kafka for real-time event streaming, ensuring efficient data flow across distributed microservices and collaborating with cross-functional teams to streamline processing and improve overall system throughput by 40%.
- Created dashboards to analyze performance trends and operational risks, garnering over 5,000 internal views within 6 months; implemented automated monitoring and alerting systems for proactive issue resolution.
- Organized and led bi-weekly tech talks on API performance and system optimizations, translating complex concepts for both technical and non-technical teams. Supported 45+ stakeholders in evaluating progress against KPIs/OKRs, identifying areas for improvement, and contributing to a 65% reduction in tickets.

PROJECTS

Bullet Hell Shooting Game

Washington State University

- Designed and implemented on software architecture and design patterns (Factory, State, Composite, Builder, Singleton) for a Touhou-inspired game using Java and LibGDX, enabling dynamic gameplay with customizable enemies and boss mechanics through JSON parsing.
- Led a team of five, collaborating with the professor on project goals and managing timelines using Agile, completing the game 3 weeks ahead of schedule through disciplined execution.

E-Wallet

Personal Project

- Built a microservices-based e-wallet application using Spring Boot, integrated with Hibernate and PostgreSQL for data management, and optimized with Redis for caching.
- Developed an API Gateway with Spring Cloud to manage routing, authentication, and load balancing across microservices, utilizing Eureka for service discovery and Feign Client for seamless inter-service communication.

TECHNICAL SKILLS

Programming Languages: Java, Python, SQL

Frameworks & Libraries: SpringBoot, Spring MVC, RESTful APIs, Microservices, JPA/Hibernate, JUnit

Tools: PostgreSQL, Oracle, MongoDB, Maven, GIT, Tableau, Splunk, Kafka, Redis, JIRA, Confluence
(Technical Documentation)

Design & Development Practices: Object-Oriented Programming, Design Patterns, Agile Methodologies

Head of Social Media, Indian Student Association

Aug 2023 - July 2024

Washington State University

- Led social media strategy and content creation, using analytics to optimize posting times and content types, increasing engagement by 15% and driving turnout for major events like Fall/Spring Freshers Party and India Night.
- Facilitated cross-team collaboration and stakeholder communication in organizing India Night, utilizing data-driven insights to boost community engagement by 30%.