

Priyadharshini Damodharan

(509) 296-9576 | p.damodharan@wsu.edu | [linkedin.com/in/priyadamodharan/](https://www.linkedin.com/in/priyadamodharan/) | <https://priyasdamodharan.github.io>

EDUCATION

Washington State University

Present

Master of Science in Computer Science

Anna University - Sri Sairam Institute of Technology

2016 – 2020

Bachelor of Engineering in Computer Science and Engineering

SKILLS

Technical Documentation, API Development, User Research, Data Analysis, SQL, Metrics, OKRs, KPIs, Product Discovery, User Segmentation, Agile Methodologies.

Tools: Jira, Figma, Notion, Postman, Tableau, Microsoft Excel.

WORK EXPERIENCE

Software Engineer

Jan 2021 – Aug 2023

Sopra Steria

Chennai, TN

- Developed RESTful APIs and redesigned Android applications, enhancing performance by 20% and reducing load times by 3 seconds, resulting in improved customer satisfaction.
- Created interactive dashboards to monitor app performance, gathering user feedback to drive improvements, while leading discussions with 45+ stakeholders to reduce operational tickets by 80%.
- Managed the migration of Android apps from OS 7 to OS 11 across 15,000 devices, improving the 3000+ in-store digital experience.
- Conducted user segmentation research with Product Manager to prioritize feature rollout, increasing customer engagement by 24%.
- Collaborated with retail teams to align feature rollouts with user research, ensuring timely delivery of solutions.
- Documented APIs and data models on Confluence and GitHub Pages, creating user-friendly guides for internal and customer reference.

RELEVANT COURSEWORK

PM Fellowship

Jun 2024 – Aug 2024

Product Space

- Conducted user interviews, focus groups, and A/B testing to gather customer feedback, driving product discovery and segmentation for retail-focused case studies.
- Applied RICE and Opportunity Solution Tree frameworks to prioritize product features and inform strategic product decisions.
- Defined and measured product success using key metrics such as North Star Metrics and KPIs, conducting root cause analysis to optimize product performance.

PROJECT

Bullet Hell Shooting Game

Jan 2024 – April 2024

Washington State University

- Led a team of four to design and develop a playable desktop game inspired by the Touhou Project using Java and LibGDX, employing software architecture and design patterns while acting as the liaison between team members and the professor.
- Conducted user surveys and A/B testing to prioritize gameplay features and refine mechanics, managing project timelines and deliverables through Agile methodologies.

ACTIVITIES & SOCIETIES

Head of Social Media, Indian Student Association

Aug 2023 - July 2024

Washington State University

Increased engagement on social media platforms by implementing data-driven strategies and collaborating with members to promote events effectively.