

RAMAN KANNAN IYER

SENIOR SOFTWARE ENGINEER

CONTACT

- +919819290369
- ramaniyer8195@gmail.com
- Dombivli, 421202
- live:raman0801_1

SKILLS

HTML | CSS | Javascript | ReactJS |
Typescript | NextJS

Tailwind CSS | Bootstrap | MUI

Node Js | Express | MongoDB | JWT

Git | Github | Github Actions

Jest | Cypress | Playwright

EDUCATION

Bachelors in Engineering - IT

Mumbai University

2012-2016

Completed bachelors in engineering with 7.48 CGPA. Learnt the basics of software development, computer science and web development.

Higher Secondary Certificate

Model College

2011-2012

Passed HSC exams with distinction.

Secondary School Certificate

SIA High School

2009-2010

Passed SSC exams with distinction.

PROFILE

I'm a passionate Software Developer dedicated to building impactful software and web applications. Over the past 8 years, I've honed my skills at renowned companies in Mumbai. My expertise lies in ReactJs, Javascript, Typescript, and a broad spectrum of related technologies, where I focus on realizing robust solutions that enhance day-to-day operations. I pride myself on continual growth and learning, delving into new programming languages and mastering them swiftly.

WORK EXPERIENCE

Senior Software Developer

Deuex Solutions Pvt Ltd, Mumbai

2020-Present

- Major Languages and Technologies: ReactJS, TypeScript, MaterialUI, NextJS, Unity, C#, Python
- Supervised and supported a team of developers in visualizing system architecture for a stealth startup, participating in project initiation, workflow analysis, evaluations, and risk management.
- Developed a visualization tool for system architecture using ReactJS, TypeScript, and MaterialUI, streamlining the workflow process.
- Supported Uber's Querybuilder project by migrating API endpoints from traditional API calls to gRPC and converting class components to functional components using hooks.
- Guided the team in migrating to Uber's monorepo without a code freeze, writing test plans to resolve post-migration errors and bugs.
- Analyzed and adapted client ideas into a successful Proof of Concept (POC) for Open Metadata, coding reusable components, developing a rich text editor with Slate.js, and integrating APIs using Axios.
- Developed "unQuote," an interactive learning game based on quotes, using Unity and C#.
- Built a breast cancer classification model from scratch, achieving 92% accuracy, and generated reports for the data science project.

Full Stack Developer

Avendata Technologies, Mumbai

2018-2020

- Languages and Technologies Used: C#, MySQL, .Net Framework, AngularJS
- Revamped two buggy modules into optimized versions, attracting better clients.
- Assisted in maintenance and bug-fixing post-deployment with a team of 7-8 members.
- Developed modular code for API handling, linking backend and frontend.
- Programmed C# macros to extract data from legacy systems, reducing manual extraction time by 80%.
- Compiled reports in Excel to demonstrate data extraction statistics.
- Collaborated with QA, QC, and data-extraction teams to improve macros.
- Addressed hotfixes and showstoppers for a smooth client experience.

LANGUAGES

English	<div></div>
Tamil	<div></div>
Hindi	<div></div>
Marathi	<div></div>
Japanese	<div></div>

HOBBIES & INTERESTS

Listening to Music

Reading Novels

Playing Games

Game Development

Playing Synthesizer

Software Developer

Zeus Learning, Mumbai

2016-2018

- Languages and Technologies Used: C#, JavaScript, BackboneJS
- Enhanced Discovery Education's program with responsive design, working with a team of 10.
- Improved and debugged modules using BackboneJS and MVC.
- Created responsive designs with Handlebars.js.
- Developed JavaScript libraries to generate styled Excel files from JSON.
- Replicated Excel formulas for a web simulation project, securing the client.
- Built a C# desktop application, reducing content creation time by 50%.
- Automated HTML and styling generation from Word files with VBA and C#, reducing designer time by 50%.

Intern - Game Development

Ayrvavat Software, Mumbai

2016-2016

- Created 3D assets and designs for a mobile game.
 - Rigged and animated human models for cutscenes, adding story elements.
 - Designed entire scenes such as the Canteen and Lift Lobby to enhance gameplay.
 - Created character sprites in Blender for the design document.
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Links

LinkedIn: <https://www.linkedin.com/in/raman-iyer/>

Github: <https://github.com/ramaniyer8195>
