Badrinarayanan Rangarajan
Software Engineer
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EXPERIENCE

Software Engineer — August 2022 - Current
PayPal - Growth Markets Engineering — *Chennai, India*
- Currently working with the Braintree Infrastructure, with a market driven focus on Brazil, providing an impact of over **20 Million USD** in savings over a quarter for PayPal, as part of the cost optimization initiatives.
- Worked on Unbranded Solutions of PayPal in Japan Market, enhancing the merchant experience by providing the flexibility for merchants to regulate their Payment settings.
- Actively contributing in finding the root cause, mitigating and fixing **critical live incidents**, with an impact of saving **500k USD**.
- Successfully collaborated across cross-functional teams to deliver impact within the Growth Markets organisation by being a goto person having indepth knowledge of Braintree Systems.
- Awarded a "Spot Award", for contributing to the PayPal Braintree Ecosystem towards cost optimization initiatives.
- Awarded a "Spot Award", for contributing to the PayPal Settlement System during the Payments Hackathon.

Software Engineer Internship — Feb 2022 - July 2022
PayPal - Compliance Engineering — *Chennai, India*
- Worked on developing a generic validation framework, as part of long term architecture, which is currently used by multiple teams to validate data with configuration using the framework rather than using in-code validations.

EDUCATION

SSN College Of Engineering — Chennai, India
Bachelor of Technology in Information Technology, graduated with 9/10 GPA — *2022*

Padma Seshadri Bala Bhavan Senior Secondary School KK Nagar — Chennai, India
Higher Secondary Education — *2018*

PROJECTS

Swapper | *Docker, AWS*
- Created a context switching application based on docker images and containerisation, to dynamically compute and context switch between applications to get a better experience.

FarmPage | *Python, MongoDb, AWS*
- Designed an entire application using a Flask framework to assist farmers to improve their yield, integrating various components including machine learning algorithms as part of the Smart India Hackathon, hosted by Govt of India.

Ultimate Tic Tac Toe | *C++, Graphics*
- Designed a multiplayer and a level 0 bot version recreating the Ultimate Tic Tac Toe game using C++ and graphics.

ACHIEVEMENTS

- Third Place in "Code IT", an Intra College Coding Event, organised by the dept of Information Technology.
- Second Runner up in "Error404", a competitive programming event organised by SBOA.
- Winner in "Hack-a-thon", a competitive programming event organised by CPS.

TECHNICAL SKILLS

Languages: C++, Java (Spring Boot), Ruby, NodeJS, Python
Developer Tools: Git, Docker, AWS, GCP, Kibana

OTHER AREAS OF INTERESTS

- Chess Player rated 1800, won second place in PlayPal, a Chess tournament conducted in PayPal, Chennai.
- Badminton Player.
- Keyboard Player.