

# Junaid Muthukadan

[junaid.muthukadan@gmail.com](mailto:junaid.muthukadan@gmail.com)

+919895054181

[linkedin.com/in/junaid-m](https://linkedin.com/in/junaid-m)

## Summary

I am a tech enthusiast and backend developer with 5 years of experience in event-driven microservice architecture, proficient in language like Go. I specialize in building products from scratch with agility and tech passion.

## Experience



### Senior Software Engineer ( Go, AWS )

Anakin (YC S21)

Aug 2023 - Present (7 months)

- Built a library for efficient API requests, eliminating redundant proxy routing code. Standardized procedures for developers, to focus on scraping logic with features like proxy switching and unblocking behavior support.
- Created EC2 instance proxy creation service with the support of request-combining logic to address AWS limitations and added ECS deployment with Jenkins.



### Backend Engineer ( Go, GCP )

GetMega

Dec 2019 - Aug 2023 (3 years 9 months)

- Designed and developed a user attribution system to track and record user behavior on the platform that enabled growth ops to create and provide personalized content to users, increasing the money flow and revenue of the system.
- Led the design and development of a scalable and customizable task-based reward system leveraging Temporal, enticing players to take specific actions that drive growth and improve user retention and platform revenue.
- Implemented a new payment gateway and enhanced the interface functions of the platform to facilitate efficient reconciliation and smooth integration with various external payment gateways.
- Developed tailored support for seamless gameplay migration between server instances during deployment in a continuous delivery environment, ensuring uninterrupted user experience.

- Oversaw designing and developing a notification system that is utilized across different trigger points to add notifications to the in-app notification tray.
- Developed GKE deployment configurations to simplify platform testing
- Collaborated with multiple stakeholders to implement efficient agile methodology and processes for development planning and releases.



## **Software Engineer ( C++, Python )**

Samsung Electronics

Jul 2018 - Dec 2019 (1 year 6 months)

- Developed a deep learning classifier, leveraging a deep convolutional neural network, to predict user emotions from voice input for Samsung's Bixby voice assistant on TV.
- Optimized the integer block transform and improved the deblocking filter to enhance the decoded video's smoothness on the H.264/AVC video compression standard using C++.

## **Summer Intern ( Python )**

Pi beam labs

May 2016 - Jul 2016 (3 months)

- Prototyped a smart and cloud-linked Garbage Collection System, helping to optimize the route for garbage collection, using Arduino as bin level sensor to send data to the cloud.

## **Education**



### **Indian Institute of Technology, Madras**

Bachelor's degree, Electrical Engineering with minor in CS

2014 - 2018

## **Skills**

Go/Golang • PubSub • Cloud Taks • Google Cloud Platform (GCP) • Amazon Web Services (AWS) • Protocol Buffers • Redis • Git • GitHub • NoSQL • Data structure and algorithms • System design • Python • Temporal • Datadog