

Sondhayni Murmu

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📍 San Francisco, CA

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Experience

Shogun Enterprises // Software Engineer

Sept 2018 - Present • 🌐 San Francisco, CA

- Work as a full stack developer with a team of ~5 specialized engineers on projects across backend, web and mobile environments for a Series A fintech start-up

Select projects:

- Coordinated with product and sales teams to redesign customer acquisition interface and add dynamic API validation, reducing input related bugs by 95%
- Spearheaded initiative promoting customer empathy in engineering by introducing an OKR to join ~10 customer calls/week to gather actionable insights
- Developed and A/B tested interaction-focused preview flow in response to low adoption for a payment feature, resulting in 20% increase in user sign-ups

World Food Programme // Frontend Developer & Project Manager

Sept 2017 - Nov 2017 • 🌐 Los Angeles, CA

- Enhanced ecommerce app (Maano), adding features such as chat, inventory, and mapping to increase rural farmers' access and connectivity to local markets
- Managed project: led interactions with key stakeholder, gathered requirements to create technical specifications, and prioritized team activities

Rainforest QA // Software Development Intern

May 2017 - Aug 2017 • 🌐 San Francisco, CA

- Improved user navigation and bug review efficiency by creating backend API to enable previews and breakpoints for customer-facing QA video player
- Rebuilt dispute form with design lead by analyzing survey and interview results from 100+ testers to streamline data collection and usability

Projects

MoveTogether Moving App // UX Case Study

Dec 2020 • 🌐 San Francisco, CA

- Conducted exploratory user interviews about "moving" to gather and code data, using affinity mapping to synthesize findings into insights
- Performed competitive research and ideated possible solutions and user flows addressing needs around a "collaborative moving" app concept

Way of the Wolf (Video Game) // QA & Usability

Jan 2017 - May 2018 • 🌐 Los Angeles, CA

- Recruited diverse users to run playtests, observing and recording player behavior
- Analyzed playtest data, consolidating key findings and presenting suggestions to development team to improve gameplay experience

Education

University of Southern California

Aug 2014 - May 2018 • 🌐 Los Angeles, CA

B.S. Computer Engineering & Computer Science
Minor: 3D Computer Graphics & Modeling

Leadership

USC ACM SIGGRAPH // President

Jan 2016 - May 2018 • 🌐 Los Angeles, CA

Led ~10 board members to organize workshops, panels, and networking events to a community of 400+, fostering interest in computer graphics & interactive media

USC Drishti // Co-Captain

Aug 2014 - May 2018 • 🌐 Los Angeles, CA

Choreographed routines and ran practices for a ~10 person team, performing at ~4 competitions and events each academic year

Skills & Tools

Development	Tools
React	Git
HTML/CSS	Asana
Ruby on Rails	Figma
PostgreSQL	Heap
React Native	Sketch

Design

User research
Usability testing
Prototyping
Wireframing
Interaction Design
Competitive Analysis