



sondhayni@gmail.com
(732) 675-2606
📍 San Francisco, CA

experience

Shogun Enterprises Sept 2018 - Present
// Full Stack + Product Engineer 📍 San Francisco, CA

Develop modular, scalable code for web/mobile app, frequently adapting to evolving product requirements

Analyze data from usage reports, user interviews, and market studies, identifying gaps in product offerings to maximize utility and usability of platform

Work with product, design, and marketing teams from ideation to final launch of new features

Designed dashboards for engagement and profit tracking, improving customer prioritization & onboarding efficiency

World Food Programme Sept 2017 - Nov 2017
// Project Manager + Frontend Developer 📍 Los Angeles, CA

Developed e-commerce app (*Maano*) features to increase rural farmers' access and connectivity to local markets

Translated stakeholder requirements and usability research into technical specifications and prototypes

Rainforest QA May 2017 - Aug 2017
// Software Development Intern 📍 San Francisco, CA

Enhanced customers' teams' ability to customize tests and better diagnose QA issues via the interface

Revamped customer-facing QA video players, improving navigation to enable more efficient bug review

projects, etc

"Just One Thing" July 2019 - Present
// Mobile (in development) 📍 San Francisco, CA

Enable users to focus on single tasks and prioritize 'doing,' minifying actions available in comparable scheduling apps

"Contractor Project Tracker" March 2019
// Mobile prototype (Shogun Hackathon) 📍 San Francisco, CA

Augmented communication & tracking capabilities for our users' businesses via customizable timeline/note taking

"Tester Dispute Perspective" Aug 2017
// Sketch prototype (Rainforest QA) 📍 San Francisco, CA

Redesigned a dispute form to streamline data collection and usability based on surveys from 100s of QA testers

education

University of Southern California Aug 2014 - May 2018
// B.S. Computer Engineering & Computer Science 📍 Los Angeles, CA
Minor 3D Computer Graphics & Modeling

skills

Dev	Design	Tools
React	Prototyping	Sketch
React Native	User research	Webflow
Ruby on Rails	Wireframing	Invision
SQL	Illustration	Mode Analytics
Java		Asana/JIRA

leadership

Principles of Software Development Aug 2016 - May 2018
// Course Producer 📍 Los Angeles, CA

Mentor students in classes and office hours through advanced Java and full-stack development projects

USC ACM SIGGRAPH Jan 2016 - May 2018
// President 📍 Los Angeles, CA

Lead board members to organize workshops, industry panels, and networking events to an audience of 400+, fostering interest in computer graphics, animation, & interactive media techniques

USC Drishti Aug 2014 - May 2018
// Co-Captain + Choreographer 📍 Los Angeles, CA

Ran practices, recruited, & taught choreography for 5+ intra-university and state showcase & competition pieces

Way of the Wolf (Game) Jan 2017 - May 2018
// QA + Usability 📍 Los Angeles, CA

Evaluated playtest data to reveal game insights, advise design & engineering teams, and find & prioritize bugs

links

website **// sondhayni.me**
linkedin **// sondhayni-murmu**
github **// smurmus**