|  |
| --- |
| sri harsha Chilakapati  Bengaluru, India · +91 9494607964  [sriharshachilakapati@gmail.com](mailto:sriharshachilakapati@gmail.com) · [goharsha.com](https://goharsha.com) · [github.com/sriharshachilakapati](https://github.com/sriharshachilakapati/) |
| A self-enthusiast developer who is interested in developing applications for platforms of interest such as Android, Web, Desktop and also iOS. Had experience in building real-time applications optimized for performance. I’m always interested in exploring tech. |

|  |  |
| --- | --- |
| Experience1st October 2019 – PRESENTSoftware Development engineer JUSPAY  * Optimized Gradle build pipeline to make builds faster by 65% from 2 minutes to 13 seconds. * Created new SDK architecture for Hyper SDK 2.0, a flagship product of Juspay. * Created a Chrome DevTools plugin which allows debugging of native Android Views. * Wrote 2 Gradle plugins to generate code and assets for merchants resulting in reduction of merchant specific flavours in the HyperSDK code base.  1st june 2018 – 30th September 2019Associate Software Development engineer JUSPAY  * Part of the payment page team and worked on payment pages for Ola Money, Cred and Big Basket. * Took ownership of Payment Pages for Foodpanda and Bounce (Android & iOS). * Created the VIES merchant demo app (Android) at Juspay.  4th December 2017 – 31st May 2018Software Development Engineering Intern JUSPAY  * Implemented 2 screens (Settings & User Profile) in BHIM UPI App. * Part of the 4-person team and created the first payment page prototype for Goibibo. * Worked on Android module of Presto UI called Mystique, which is a React Native like framework for Juspay.  3rd May 2017 – 9th June 2017 Software Engineering Intern Miracle Software Systems   * Created a Help Desk ticketing system for company employees using Material Design in a team of 6. * It uses NLP APIs from IBM Watson to analyze the tone of the message and decides ticket priority based on keywords.  9th June 2017 – 30th November 2017 Teaching Associate, SVEC Technical Club | Projects  * [SilenceEngine (Game Engine for Desktop, HTML5 and Android)](https://github.com/sriharshachilakapati/SilenceEngine) * [WebGL4J (WebGL bindings for Java language using GWT)](https://github.com/sriharshachilakapati/WebGL4J) * [GWT-AL (An OpenAL implementation on top of Web Audio API)](https://github.com/sriharshachilakapati/GWT-AL) * [YT Private Subscriptions (iOS App that allows to subscribe to YT channels without logging in)](https://github.com/sriharshachilakapati/yt-private-subscriptions-udacity-ios-nanodegree) * [EasyJSON (Easy to use small (11 KB) JSON library for Java)](https://github.com/sriharshachilakapati/EasyJSON) * [EasyXML (Easy to use small (13 KB) XML library for Java)](https://github.com/sriharshachilakapati/EasyXML)  SkillsProficient in Java, Kotlin, JavaScript, Swift, PureScript, Android Development, iOS Development Familiar with C, C++, C# and 24 other Programming Languages Can Communicate in Telugu, English, Hindi, Kannada, Tamil EducationNOV 2021[SYSTEMS EXPERT](https://certificate.algoexpert.io/SystemsExpert%20Certificate%20SE-df901726fe), ALGOEXPERT.IOMay 2021[iOS Developer Nanodegree](https://graduation.udacity.com/confirm/Y6KTDWC9), UDACITYFeb 2021[Android Kotlin Developer Nanodegree](https://graduation.udacity.com/confirm/GKADJRF9), UDACITY |
| Expecting in 2021B. Tech in Computer Science, SVEC |