

SANDEEPKUMAR TAMILMANI

Chennai, India | sandeep.app/ | github.com/tsksandeep/ | [linkedin.com/in/tsksandeep/](https://www.linkedin.com/in/tsksandeep/)

EXPERIENCE

Hobnob.ai

Software Engineer

Queenstown, Singapore

May 2022 – Present

- Worked in the development of Hobnob Topics that enable the users to join and hobnob on the topic (E.g., Sports, Technology, etc.,) they like.
- Worked in the development of Intros that enables new joiners in a company to effectively schedule a meeting with their colleagues and break the silo.
- Implemented OAuth Flow (Google and Microsoft) for the application.
- Developed Slack and MS Teams extensions for the application.
- Worked on adding ICS attachments in meeting schedule emails by following iMIP best practices.
- Introduced CloudFormation to the team and used it to speed up the deployment process.

CargoAi.co

Software Engineer

Central Area, Singapore

Aug 2020 – April 2022

- Developed an extensible end-to-end Track & Trace microservice for several major Airlines (Air France, British Airways, Etihad, Finnair, etc.) integrated with our application. 1000s of cargo forwarders use this service for the day-to-day tracking of their shipments.
- Implemented Carbon emission calculator plugin for track and trace service based on IATA (International Air Transport Association) standard for calculating carbon emissions.
- Optimized Flight schedule microservice and reduced its API response time.
- Rewrote Notification microservice with decoupled architecture using well-defined interfaces.
- Worked in dockerizing crawler service to run selenium with headless chrome in AWS Lambda.
- Implemented an IP tracker module to track the number of requests for various services.
- Integrated Track and trace and Flight schedule APIs with RapidAPI to effortlessly subscribe and use the API.
- Designed and developed the company's website with responsive design and excellent search engine optimization.

Qube Cinema Technologies

Software Engineer Intern

Chennai, India

May 2019 – Jul 2020

- Developed OTA (Over the Air) update feature for the playback servers installed in 4000+ theatres.
- Develop a module to detect USB drives plugged into the playback server, list all the asset packages (DCPs), and detach them.
- Wrote a library for DCP construction from media assets.
- Developed media player features (play, pause, stop, forward, and backward) for the playback server which interacts with media streamer device (Raspberry Pi) to execute the operations using gRPC.
- Worked in the development of an Automation Controller module that interacts with TMS (Theatre Management System) APIs to automatically schedule movies and advertisements, increase/decrease volume, and turn on/off lights on multiple screens.
- Cross-compiled Go code (with custom c bindings) against Yocto Linux x86 architecture.
- Customized fonts and cursors of X Window System (X11) in the playback server.

EDUCATION

SSN College of Engineering, Anna University

Bachelors in Electronics and Communication, First Class

Chennai, India

Aug 2016 – Sep 2020

- **Thesis:** Augmented Reality assisted Smart Theatre System - This project lets the audience view and switch subtitles to multiple languages in theatres using augmented reality. The audience can use android phones to experience it.

SKILLS

- **Languages:** Go, Python, Java, Elm, TypeScript
- **Databases:** DynamoDB, Postgres, Mysql, Redis
- **Cloud / Deployment:** AWS, GCP, Heroku, Github
- **Others:** GraphQL, Hasura, SQS, Docker, Shell Script, Yocto Linux, Git