# Varun Narayanswamy

## Fullstack Engineer

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(720)-490-2346 |. Boulder, CO

## PROFESSIONAL SUMMARY

I am a Software Engineer with over three years of experience as a full-stack engineer. I hold a Master's degree in Human-Computer Interaction and Design from the University of Washington. I am passionate about working on user-facing technology that increase functionality, accessibility, and delight.

## WORK EXPERIENCE

### Research Assistant
Paul G. Allen School of Computer Science | March '24 – August '24
- Make4All Lab - Advised by Jennifer Mankoff
- Designed student-focused platform prototype using Figma and visualization development to improve GPA by habit tracking and actionable suggestions.
- Conducted qualitative research study to understand the application value and potential concerns.

### Software Engineer Contractor
Vitals Matter | March 2023 - August 2023
- Developed backend architecture with MySQL authentication, designed web interfaces in Figma, and researched health-tracking wearables to future-proof a mobile application for at-risk populations.

### Software Engineer II
Seagate Technology | August 2020 - September 2022
- Led fullstack development using Vue.js, HTML, CSS, JavaScript, Typescipt, and Node.js for data management/security.
- Enhanced frontend features to improve user efficiency, restructured microservice backend to double cloud efficiency, and integrated MongoDB for optimized data storage.
- Co-developed Selenium test framework with 100+ tests, fixing hundreds of bugs pre-production and ensuring robust deployment.

## SELECTED PROJECTS

### Visualizing Wellness
Visualization of the GLOBEM Dataset
- Parsed 6 years of UW student mental health, physical states and activity data. Developed visualization using Vegalite that assisted in gleaning actionable insights.

### Project Tightrope
Interactive Education Experience Regard the Physical/Mental Experience of Anxiety
- Designed/developed Multiplayer walk-up-and-play style videogame. Players use a balancing board controller and rod to dodge/collect negative and positive orbs, or wing controllers to move orbs towards player one.
- Led software and hardware development and contributed to ideation, testing, and refinement.

### HeartbeatChecker
iOS Mobile Application for easy and Accessible Heartbeat Checking
- iOS Mobile app that uses photoplethysmography, the Swift AVFoundations video recording, and iPhone flashlight to check the heart rate.

## EDUCATION

### University of Washington
MS in Human Computer Interaction + Design
- Class of 2024 | Seattle, WA
- **GPA**: 3.91

### University of Colorado, Boulder
BS in Creative Technology + Design
- Class of 2020 | Boulder, CO
- **Minors**: Applied Math, Computer Science
- **GPA**: 3.68

## SKILLS AND EXPERTISE

**Software Development:**
- **Languages:**
  JavaScript, Typescript, Vue.js, Python, Swift, HTML, CSS, Node.js MakeCode, React.js, Vegalite,
- **Software and Tools**:
  GitHub, Gitlab, GitHub Pages, Postman, Docker, Google Cloud, S3, Kubernetes, Jenkins, OAuth 2.0, MySQL, gRPC, MongoDB
- **Skills:**
  Data Visualization, Frontend Dev, API Route Dev, Frontend Testing, UI/UX Principles

**Prototyping and Design:**
- **Digital:**
  Figma, InDesign, Photoshop, Logic, CapCut, iMovie
- **Physical:**
  Adafruit CPX, laser cutting, 3D Printing, Soldering, Rhinoceros

**User Research:**
- Usability Testing, Contextual Inquiry, Affinity Mapping, Thematic Analysis

## HONORS & ACTIVITIES

**Boy Scouts of America**
Troup 78 Boulder, CO