Vighnesh Raut

Website: vighnesh153.dev Email: pikachu@vighnesh153.dev

EDUCATION

BMSIT

B.E. IN COMPUTER SCIENCE

August 2015 - June 2019 Bengaluru, Karnataka

LINKS

Email:// pikachu@vighnesh153.dev
Website:// vighnesh153.dev
Blog:// vighnesh153.dev/blog
Github:// github/vighnesh153
LinkedIn:// linkedin/vighnesh153

SKILLS

LANGUAGES

- Typescript Kotlin Javascript
- Golang Java

FRAMEWORKS | TOOLS

- Astro.js React.js Android
- Jetpack Compose Next.js
- Svelte.js Solid.js Tailwind CSS
- SST

CLOUD SERVICES

- AWS Firebase Cloudflare
- Mongo DB Atlas
- Squarespace Domains
- Namecheap

INTERESTS & HOBBIES

- Theoretical Mathematics
- Graphics Programming
- Compilers
- Performance Analysis
- Neuro-Science
- Mobile Games

EXPERIENCE

GOOGLE | Bengaluru, India

Software Engineer 3 | Nov 2023 - Present Software Engineer 2 | July 2022 - Oct 2023

- Developed an Android SDK adopted by over 10 media partners, improving video content discovery and user engagement on Google TV.
- Led the development of the Jetpack Compose Material library for TV, providing prebuilt UI components optimized for large screen devices and remote control navigation.
- Modernizing the Google Tv mobile app used by over 100 million users every month

AMAZON | Bengaluru, India

Front-End Engineer 1 | June 2022 - July 2022

Web Development Engineer 1 | Sept 2020 - May 2022

- Led the Overhaul and modernization of the Android app submission flow on the Amazon Developer Console, optimizing the workflow for increased developer productivity.
- Designed and built an engaging internal portal to reinforce the "Day 1" philosophy at Amazon, driving employee participation and cultural awareness.
- Developed a suite of internal tools and libraries using ReactJS, TypeScript, and Java to improve efficiency and productivity across various teams.

SMARTER CODES | Pune, India

Full Stack Engineer | July 2020 - Sept 2020

Built plugins for Mattermost chat service to bridge the gap between it and RocketChat

TAVISCA SOLUTIONS | Pune, India

Software Trainee | July 2019 - Jan 2020

Completed a 4-month software engineering training program, culminating in a road-trip planner project and contributing to the resolution of production-impacting issues.

PROJECTS

SPL PROGRAMMING LANGUAGE

A toy programming language to understand what it takes to build a programming language with frighteningly little understanding of compiler design. *Click to visit.*

TSX PLAYGROUND

Built an innovative in-browser development environment featuring a WebAssembly-powered transpiler and bundler (esbuild), with support for React, TypeScript, and ondemand NPM module imports. *Click to visit*.

GRAPHICS ILLUSTRATIONS

Graphical animations of algorithms and mathematical concepts using the Canvas API. *Click to visit.*

GAMES

Games built using the Canvas API. Click to visit.