

A Anandha Krishnan

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SUMMARY

Software Engineer with 3 years of experience building and optimizing scalable web applications using **Ruby on Rails**, **React.js**, and **Hotwire**. Proficient in cloud infrastructure (**AWS**), application monitoring (**Datadog**), and payment integrations (**Stripe**, **Square**). Adept at delivering clean, maintainable code, automating workflows, and improving system performance in fast-paced, cross-functional environments.

EXPERIENCE

Software Engineer

BigBinary

August 2022 – Present, Remote

BigBinary is a Ruby on Rails development company that builds web and mobile applications, and provides consulting services.

Software Engineer

Rootly (via BigBinary)

March 2025 – Present, Remote

Rootly is an incident management and on-call platform that helps engineering teams streamline outage response and reliability.

- **Resolved** critical customer-facing bugs and performance issues, ensuring smooth platform operations and reducing downtime.
- **Optimized** complex database queries, **improving system performance** and decreasing page load times for end-users.
- **Executed** production database migrations with zero downtime, maintaining stability and data integrity.
- **Provided** 24/7 incident response and system monitoring as part of an on-call rotation, helping reduce incident resolution time.
- **Leveraged Datadog** for monitoring and proactive issue diagnosis, preventing potential outages.
- **Managed AWS** infrastructure and **Cloudflare** dashboards to ensure secure, scalable deployments.

Software Engineer

Apple (via BigBinary)

March 2024 – March 2025, Remote

Worked on **Business Affairs**, an internal platform used by Apple's global marketing and communications team to manage third-party assets.

- **Migrated** 5+ legacy APIs to Apple's latest Media API, streamlining integrations and improving long-term **maintainability**.
- **Automated** manual workflows as requested by stakeholders, cutting repetitive tasks and boosting operational efficiency.
- **Optimized** database queries across key modules, reducing load times and improving usability. Improving a few page load durations from 5s to 1s.
- **Partnered** with stakeholders to identify pain points and deliver **workflow automation** features that freed teams to focus on higher-value tasks.

Software Engineer

Neeto

August 2022 – March 2024, Remote

Contributed across multiple products in the Neeto ecosystem, including **neetoPayments**, **neetoForm**, **neetoCal**, and **neetoInvoice**.

- **Integrated Stripe** and **Square** payment gateways into multiple products, enabling secure processing for thousands of customer transactions.
- **Developed** a full payment dashboard for tracking transactions, refunds, and analytics, reducing manual reporting time for internal teams.
- **Refactored** large sections of the codebase and carried out production database migrations with zero downtime, improving maintainability and reducing technical debt.
- **Maintained** the neetoPayments monorepo and delivered bug fixes, enhancements, and cross-team integrations across 5+ products.
- **Engineered** complex payment form elements in **neetoForm**, handling diverse workflows and edge cases with minimal post-release issues.
- **Improved** test coverage with **Cypress**, enhancing the reliability of critical features and reducing manual QA effort.

PROJECTS

Capstone: Cyberbullying detection and handling using Deep Learning

github.com/allenjiji/cyberbullying-posts-remover-chrome-extension

- Built a browser extension capable of detecting and managing bullying comments in real time across any social media platform's comment section.
- Implemented **BERT**-based natural language processing for high-accuracy classification, achieving a strong F1-score in detecting harmful content.
- Designed the system to be platform-agnostic, allowing easy integration with various social media sites and web applications.
- Developed the backend using Python (**TensorFlow**, **Scikit-learn**, **Flask**) and the extension logic using **JavaScript (Chrome API)**.

TuneSwitch

github.com/anandhakrishnanaji/TuneSwitch

- Developed a cross-platform mobile application that randomizes and personalizes music playlists to create a fresh listening experience every time.
 - Built with Flutter for a seamless and responsive UI across Android and iOS, and **Django** for robust backend services.
 - Integrated third-party music APIs to fetch and manage track data dynamically.
 - Implemented efficient playlist shuffling algorithms to ensure variety while maintaining user preferences.
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EDUCATION

Bachelor of Technology Hons.

Muthoot Institute Of Technology and Science · Kochi, IN · 2022 · 8.98

SKILLS

Ruby on Rails, React.js, Hotwire, Ruby, Python, JavaScript, Go, SQL, C, C++, AWS, Docker, CI/CD, Datadog, Git, JUnit, Mockito, MySQL, PostgreSQL, DynamoDB, Agile, Microservices, System Design
