# Leenus Lourdusamy

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## Personal Statement

As a software engineer with a comprehensive grasp of the full development cycle, I am eager to contribute to projects that challenge and expand my expertise. My proficiency lies predominantly in web applications, frontend, backend and both self-hosted and cloud-based solutions. I am adaptable and quick to embrace new languages and tools. SC Cleared, Flexible.

## Technical Skills

**Languages:** JavaScript | Typescript | Python | HTML5 | CSS | Go
**Frameworks:** React | Next js | Remix.run |Svelte | SvelteKit | Bootstrap | Mantine | Material-UI
**Skills :** Node js | Git | Firebase v9/Google Cloud | Rest Api's | Web-Sockets | Digital Ocean | Linux | Redis|Docker
**Interest in learning**: : Rust ,PostgreSQL, AWS, Mobile Development, Vision Pro .

## Experience

**Mindweaver |** Software Engineer                                    Aug-2022 - Current
- Worked with cross-functional teams to deliver client-specific software solutions.
- Participated in numerous meetings, contributing to project planning, progress updates, and stakeholder communication.

**BAE systems |** Software Engineer - Contract                          Dec-2022 - Oct-2023
- Collaborated with high security clients to understand their requirements and delivered tailored software solutions for multiple projects.
- Demonstrated versatility by working on a diverse range of projects, showcasing adaptability and a broad skill set.

**Freelance |** Software Engineer                                    Aug 2021 - Jul 2023
- Engineered scalable, responsive, multi-platform, and SEO friendly websites for multiple clients
- Addressed bug fixing and application performance enhancements.
- Created a popular customer facing Full Stack application with multi-level complexities such as live game monitoring services to provide features that would otherwise not be possible.

**Self Employed |** Programming Tutor                                Sept 2021 - April 2022
- Tutored 6+ students HTML, CSS, Flexbox, and JavaScript
- Simplified difficult concepts including responsive website dev, CSS layout, Promises, and API requests
- Engaged in continuous technology evaluations to enhance development efficiency.

## Projects

**TF2 Pugs | SaaS |** tf2.online **|** Tools: [ TypeScript/JavaScript,Redis,Socket.io, Remix.run,Linux, Digital Ocean ]
- Engineered a Community Hub for the EU TF2 community to be able to set up organized Competitive pick-up games.
- Enabled Server-side Authentication, WebSocket Connections to efficiently handle user inputs and update data in RealTime and improved performance by optimizing the database performance and reduced database delay from 150ms to >10ms by incorporating Redis as the Primary Database.
- Connected with 3rd party Api services to automatically set up Game Servers and set up private UDP connections to listen to / monitor the game Servers and manage game state.
- Setup Group Testing events to gather user feedback for better experience. This allowed for multiple iterations of the product varying from frameworks and technologies to achieve better performance and experience.
- Ensured performance reliability by load testing and allowing for 500+ simultaneous connections, when the expected average is between 20-60 simultaneous connections allowing for a large performance overhead.
- Achieved 2000+ unique users with 115+ DAU with 3300+ matches being played on the website. Live Stats.
- Fully featured with **realtime chat , admin roles , admin chat** and **moderation** control.

**Mr.Inspector| E-Learning Interactive APP |** Tools: [ Next.js, CSS, TypeScript, Mui, Mantine ] **SiteLink**
- Designed an Interactive App to help teach and train my students and new web Developers to get comfortable using the browser developer tools to independently fix errors and styling issues.
- Enhanced application performance and reduced bug reports, emphasizing user experience and best practices.
- Significantly reduced the number of css/web bug reports by students.