

# MITHUN VIJAYASEKAR

Software Engineer | Product Manager

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## WORK EXPERIENCE

**Ripple**, San Francisco, CA May 19 – Present  
*Software Engineer*

- Member of RippleNet - Platform Services Team focused on building simple and reliable tools and services to support multiple business units
- Designed and implemented a real-time event-based monitoring library to track payment lifecycle leveraging AWS Kinesis, GCP BigQuery, Prometheus and Datadog
- 20% time assisting product team with cross team coordination, documentation and technical scoping

**Coinbase**, San Francisco, CA June 18 – Sept 18  
*Software Engineer Intern*

- Member of Crypto Payments Team - assisted with the launch of Ethereum Classic (ETC) support
- Built blockchain node management library (SnapChain) for backups and redeployments to allow all business units to reliability query, send and receive any cryptocurrency
- Implemented a dashboard to monitor the health of blockchain nodes

**Amazon**, Seattle, WA June 17 – Sept 17  
*Software Engineer Intern*

- Developed Java application and algorithm to analyze real time availability, latency and cost of CDNs
- Setup and deployed the application to switch to optimal CDN, improving latency by 14%

## PROJECT

**POKERdeCentral** ([www.pokerdecentral.com](http://www.pokerdecentral.com)) Jan 20 – Present  
*Product Manger*

- Defined requirements and prioritized development for a team of 4 engineers to build a decentralized poker platform accepting Bitcoin bets
- Conceived player gamification modules resulting in an increase in user engagement by 80%
- Created process to address all customer support issues from player community on social media

**CryptoHammies** ([www.cryptohammies.com](http://www.cryptohammies.com)) June 19 – Dec 19  
*Product Manger*

- Scoped and prioritized development of a NFT (ERC-721) based interactive crypto collectible game on the Ethereum Blockchain for a team of 2 smart contract developers.
- Established best practices for the team in order to improve productivity and product quality

## EDUCATION

**University of California, Davis** Sept 14 – Mar 19  
*Bachelor of Science - Computer Science Engineering*

## ADDITIONAL INFORMATION

- **Programming Languages:** Java, Python, C++, R
- **Proficiencies:** AWS, Docker, Spring Framework, RESTful Web Service
- **Extracurricular:** Poker, Motorbiking, Blockchain @ Davis, Theta Chi Fraternity, Rotaract Club