

## PROFESSIONAL SUMMARY

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Experienced front-end developer with 6 years of professional experience delivering responsive, high performance, and scalable user interfaces using cutting-edge frameworks. Proficient in TypeScript, HTML5, CSS3, and SASS, I excel at creating self-contained, reusable, and testable UI components. I collaborate effectively with UX teams, product managers, and back-end engineers to build delightful video streaming applications.

## EMPLOYMENT

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### Senior Software Engineer

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July 2023 - Present

#### OneD | Brightcove

OneD (One31) is a Thai digital terrestrial television channel under GMM Grammy's The One Enterprise, broadcasting dramas, variety shows, competitions, news, and general entertainment.

- Worked closely with product managers, designers, and cross-functional teams to gather and refine project specifications.
- Engineered scalable and responsive UI features using **React, TypeScript, and SCSS**, focusing on building modular, maintainable components.
- Strengthened front-end architecture by applying **React best practices** to ensure code reusability and clarity.
- Led the integration of a new login flow, managed production deployments for responsive web, and maintained active collaboration with clients and stakeholders.
- Set up **Google Analytics** to monitor user behavior and capture errors effectively.

#### TOD | Deltatre

TOD is a subscription-based streaming service delivering entertainment, sports content, and linear TV channels across the MENA region.

- Partnered with cross-functional teams to define and align on product requirements.
- Built performant and adaptive front-end interfaces with **React, TypeScript, and SCSS**, emphasizing reusable component design.
- Applied **React design principles** to drive maintainability and scalability across the codebase.
- Developed test-driven workflows, implementing robust **unit tests using Jest and Enzyme** to ensure functionality and performance.
- Enhanced playback experience by customizing **Shaka Player** for HLS/DASH, with advanced error handling and QoE improvements.
- Diagnosed and resolved technical issues, leading to better performance and an improved user experience.

### Software Engineer

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July 2019 - June 2023

#### Optus Sport

Optus Sport is a premium video streaming application, official broadcaster of the **Premier League, UEFA Champions League, UEFA Europa League** and **UEFA European Championship**, with streams over **600k** devices.

- Developed and maintained OTT streaming experiences across **Samsung Tizen, LG WebOS, Sony PS4, Microsoft Xbox, and Android TV platforms** using **Vanilla JS + BBC TAL, React, TypeScript, and SCSS**
- Development and deployment of the Optus Sport app on Sony PS4, ensuring high performance and adherence to best coding practices.
- Integrated and optimized open-source web players like Shaka Player as well as third-party players (JW/Bitmovin), leveraging HLS/DASH for robust streaming experiences.
- Contributed to ad tech integrations with Yospace for SSAI and integrated player analytic tools like Mux and Conviva.
- Curated and reported player analytic data/events to SegmentIO/Datadog and integrated logging tools (Bugsnag, Loggly, SegmentIO, TrackJS).
- Revamped the Optus Sport app from Vanilla JS to a modern UI built using **React, TypeScript, and SCSS**
- Actively participated in code reviews, refactoring, and performance optimizations for improved app quality.

#### Optus Video Content Management Service (VCMS)

CMS for managing data and content for Optus Sport apps built using **React, TypeScript, and SCSS**

- Integrated Bitmovin player for DASH/HLS streams and supported multiple DRM protocols (Playready, Widevine, FairPlay) with Axinom headers.

## PROJECTS

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### Malayalam Morphological Analyzer

Open-source research project focused on computational linguistics and natural language processing. Leveraged large datasets and advanced algorithmic design to enhance language processing capabilities. This project demonstrates strong problem-solving and complexity analysis skills.

## EDUCATION

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**BTech, Computer Science and Engineering**, College of Engineering Trivandrum, GPA: 7.3/10

July 2019

**XII, Computer Science**, Govt VHSS Atholi, 94.4%

March 2015

**X**, Ilahiya HSS Kappad

March 2013

## INDUSTRIAL EXPOSURE

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**Intern**, SPACE Kerala

**Cyber Forensics Training**, CDAC Trivandrum

**Android Development Training**, KELTRON Calicut

## TECHNICAL SKILLS

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**Languages:** JavaScript, TypeScript, HTML5, CSS3, SASS, Java, Python, C++, C

**Frameworks & Tools:** React JS, Node JS, Express JS, Jest, Enzyme, Redux, RxJs, Rest APIs

**Platforms:** Samsung Tizen, LG WebOS, Xbox, PS4, Android TV, Roku, AWS

**Development:** Agile (Scrum), CI/CD, Git, Webpack, Vite, Babel, Object-Oriented Design, Algorithm Design, Problem Solving, Performance Optimization

## LEADERSHIP & CONTRIBUTIONS

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- Proposed and implemented front-end best practices and test automation—to improve code quality and maintainability.
- Led the integration of complex streaming technologies, ensuring high-quality media experiences for end-users.
- Collaborated closely with UX teams, product managers, and technical teams to refine usability patterns and deliver data-driven dashboards.
- Mentored junior developers and promoted a culture of continuous improvement and knowledge sharing.

## ACHIEVEMENTS

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Best Individual Contributor Award - Diagnol

Google India Challenge Scholarship - Android Developer,

Machine Learning Basics Nanodegree - Udacity