

PROFESSIONAL SUMMARY

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

Senior Software Engineer

Ovyo

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

Diagnal

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

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

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

Intern, SPACE Kerala

Cyber Forensics Training, CDAC Trivandrum

Android Development Training, KELTRON Calicut

TECHNICAL SKILLS

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

- 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

Best Individual Contributor Award - Diagonal

Google India Challenge Scholarship - Android Developer,

Machine Learning Basics Nanodegree - Udacity