

# Arjun Menon

arjungmenon@gmail.com | +1 (347) 947-1471

Key Skills: Python, C++, Java, Android, TypeScript, React

## SELECTED WORK EXPERIENCE

### WAYFAIR | ENGINEER II

BOSTON, MA

Back-end (PHP) + Front-end (JS & React)

March 2020 – Present

- I work on the Wayfair website, which gets millions of unique visitors daily.
- Built a GDPR cookie compliance framework that's used company-wide. Wrote new custom ESLint rules to enforce use of this new framework.
- Made improvements to Wayfair's front-end. Wrote unit tests for React UI code using Enzyme. Refactored how prices are formatted & displayed.
- Write documentation, draw system architecture diagrams in Miro, etc.

### ACTIVEVIAM | SOFTWARE ENGINEER

NEW YORK, NY

ES6 JS (statically typed with Flow), React

March 2017 – April 2018

ActiveViam sells a proprietary database (called ActivePivot) used by large financial institutions. I worked on a UI for this database (called ActiveUI).

- Built user interfaces that allowed non-technical users to construct (and perform) database queries, without having to know the query language.
- Wrote code generators for every new component of the user interface that would generate partial chunks of query code, which a final query code generation function would stitch together into a query string.
- Advanced users could hand-write their own queries. I built recognizers that would parse a custom query, analyze the resultant abstract syntax tree (in chunks), and populate the UI to reflect the hand-written query.
- Improved code readability and robustness by adding Flow static types.

### AMPLIFY | SOFTWARE ENGINEER

NEW YORK, NY

Android (Java) & Back-end (Java 8, Play)

Oct 2014 – June 2016

- Worked on the Android app and server-side of an educational platform used by several schools in the U.S. and that had 40k+ daily active users.
- Implemented the backend of a data export feature that enabled users to download all their data as a ZIP file. (New REST endpoints on the server.)
- Improved the Android app's responsiveness and reduced activity load times from ~800 ms to ~200 ms, by performing SQLite database queries in separate threads, and populating the UI as each query completed.
- Implemented a user behavior tracking system inside the Android app.
- Implemented content providers to abstract the data stored in the app.
- Wrote Dockerfiles for CI & testing, as part of an effort to move from custom-configured physical machines to Docker containers on AWS.
- In general, developed new features, prototyped features, and fixed bugs.
- Practiced test-driven development. Wrote unit tests and functional tests.

### KIKIN | SOFTWARE ENGINEER

Android SDK & NDK (Java & C++)

Feb 2013 – Sept 2013

- Helped implement a touch-based contextual search feature for Android browsers based on Chromium. This feature (kikin) enabled users to get contextual search results in a popup, by long-pressing on some text.
- Modified Chromium itself (in C++), and its Android layer (in Java). Integrated these changes into the Samsung Internet browser.

## PERSONAL PROJECTS

See on: <https://github.com/arjun-memon>

### PYPAGE TEMPLATE ENGINE (PYTHON)

Powerful document template engine that can be used to build websites, with an easy to learn syntax that's based on Python's.

🔗 [Click here to see.](#)

### TAX ANALYZER (REASONML)

A web app that gives you a detailed breakdown of the taxes in NYC, along with an interactive chart that graphs the rate over income.

🔗 [Click here to see.](#)

### NEOLISP INTERPRETER (C++)

A LISP-like language built to demonstrate a new kind of syntax: concurrent support for infix expressions and LISP's S-expressions.

🔗 [Click here to see.](#)

### TRANSPILER (PYTHON)

Automatically translates a domain-specific Datalog-based language called Cassandra, to human-readable object-oriented Python.

🔗 [Click here to see.](#)

### DISTRIBUTED ALGORITHMS

Thoroughly documented implementations of certain distributed graph problems (in a DSL).

🔗 [Click here to see.](#)

### GAME ENGINE (WIP) (C++)

A platform game engine in the making. Uses SDL 2.0 for rendering. Implements a custom collision detection system, physics engine, etc.

🔗 [Click here to see.](#)

## EDUCATION

### B.S. IN COMPUTER SCIENCE

STATE UNIVERSITY OF NEW YORK  
AT STONY BROOK

2012

## SKILLS

Languages, frameworks, tools, etc:

Python • C • C++ • Java • JavaScript • React  
Android • Pyre Check • Flow • TypeScript  
Git • Arch Linux • SQLite • HTML • RxJS