

Arjun Menon

arjungmenon@gmail.com
(347) 947-1471

Experience

ActiveViam — Senior Software Engineer [JavaScript with React, Java] Mar 2017 – April 2018

- Built *visual programming* user interfaces for a business intelligence and analytics platform. This enabled end-users unfamiliar with our MDX language, to use our platform. Based on information entered in the UI, it generated MDX code. The UI also parsed and recognized hand-written code.
- Improved code readability and stability by adding **Flow** type annotations to heavily-used code.

Amplify — Software Engineer [Android/Java, *server-side* Java] Oct 2014 – June 2016

- Contributed to an Android classroom management app with over 40,000 daily active users.
- Improved app responsiveness (by reducing load times from ~800 ms to ~200 ms), by optimizing bottlenecks, and by loading data asynchronously, and populating Android UI elements on-the-fly.
- Refactored the Android codebase significantly to increase code quality and modularity, and implemented several Android Content Providers to facilitate future interfacing with other apps.
- Built the *server-side* of a data export service that enabled teachers to download all of their data. It generated a structured archive containing user data gathered from the SQL database and S3.
- Developed new features, prototyped features, and fixed various bugs, for the Android app.
- Helped migrate custom physical CI testing boxes into Docker containers hosted on AWS.
- Practiced test-driven development; wrote unit tests, integration tests, and functional tests.

kikin — Software Engineer [Android/Java, C++] Feb 2013 – Sept 2013

- *kikin* was a service that allowed users to get contextual search results by selecting text.
- Helped integrate *kikin for Android* into Samsung's Chromium-based Android browser.
- Ported kikin's Chromium modifications to newer versions of the Samsung browser.
- Patched the Android *Mms* app in order to enable kikin search functionality.

Open Source Projects

[GitHub](#)

- **pypage**: a [template](#) language & engine with a short learning curve which implements a rich set of template constructs that directly map to Python language constructs. [Python] [source](#)
- **NeoLisp**: a new programming language with a flexible syntax, based on [LISP](#). [C++14] [source](#)
- **Cassandra-to-Python (*transpiler*)**: a transpiler that auto-translates programs written in a domain-specific language called *Cassandra* into *human-readable* Python code. [Python] [source](#)
- **Adventure**: a video game in the making—it uses [SDL](#) for rendering, and currently implements a highly efficient collision detection system, as well as platform game physics. [C++] [source](#)
- **Taxes in NYC**: a web-based tool that provides an analysis of NYC taxes. [JavaScript] [source](#)
- **Distributed Graph Algorithms**: well-documented implementations of certain distributed graph problems, where communication is limited to connected nodes. [Python] [source](#)

Education

State University of New York at Stony Brook
Bachelor of Science in Computer Science

2012

Technical Skills

Programming Languages: C, C++, Java, Python, JavaScript, Reason ML
Frameworks/Libraries/etc: Android, React, SQL (SQLite, MySQL), SDL, etc.