Arjun Menon

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Significant professional experience in back-end, front-end, and Android. Several large projects on GitHub.
I'm passionate about writing good code. My skills include **Kotlin, TypeScript, Python, C++, Java, React.**
I'm looking for a primarily back-end role, preferably in a statically typed language, like Kotlin, Rust, C#, etc.

SELECTED WORK EXPERIENCE

GRATOM INC. | Software Engineer   Nov 2023 – Present
  Self-employed: independent contracting, personal projects, etc.

NEXTDOOR | Software Engineer III   Remote (Eastern Time)
Back-end Kotlin & Java + TypeScript & React   May 2022 – Nov 2023
I worked on the Nextdoor Ads Manager, Nextdoor's in-house ads platform.
- Built back-end functionality for various aspects of creating an advertising campaign, including ad creative & media assets upload and management, AWS S3 integration, as well as a CSV-based bulk ad upload system.
- Implemented various pieces of the front-end, including auto image scaling functionality in FE, ad blocker detection (code), etc.

WAYFAIR | Software Engineer II   Boston, Massachusetts
Back-end PHP + JS & React   March 2020 – Oct 2020
I worked on the Wayfair website front-end (in React & JS). On the back-end, I worked on a cookie privacy framework, wrote new bespoke ESLint rules, etc.

ACTIVEVIAM | Software Engineer   New York City
JS statically typed with Flow & React   March 2017 – April 2018
I worked on ActiveUI (today called Atoti), a UI for ActiveViam's proprietary database called ActivePivot, which is used by large financial institutions.
- Built user interfaces that allowed non-technical users to construct and perform database queries without having to know the query language.
- Wrote partial query code generators for each piece of the UI, which a final query generator would stitch together into a query string. I also built recognizers that would analyze & transform the abstract syntax tree (AST) of a hand-written query, and have the UI reflect that query.

AMPLIFY | Software Engineer   New York City
Back-end (Java & Play) + Android (Java)   Oct 2014 – June 2016
I worked on the Android app and the server-side of an educational platform used by several K-12 school districts across the United States.
- Implemented a data export service, involving a few new REST endpoints, which made it possible for users to download their data upon demand. This service constructed ZIP files containing user data gathered from the MySQL database and from Amazon S3.
- Improved the Android app's responsiveness and reduced the perceived activity load times significantly by performing SQLite database queries in separate threads, and populating UI components as each query finished.
- Built Android content providers for much of the user data stored on-app.
- Implemented an app usage metrics tracking & collection system.

KIKIN | Software Engineer   New York City
C++ (Android NDK) + Java (Android)   Feb 2013 – Sept 2013
- Wrote C++ (Android NDK / Java JNI) code and Java (Android) code for press-to-search in-browser search functionality.

PERSONAL PROJECTS

See at: https://github.com/arjun-menon

PyPage Template Engine   (Python)
Powerful document template engine that can be used to build web pages, with an easy to learn syntax that's based on Python's.
 30+ stars. Click here to see.

Tax Analyzer   (ReasonML)
A web app that gives you a detailed breakdown of income taxes, along with an interactive chart that graphs the rate over income.
 15+ stars. Click here to try out.

Alteza   (Python)
Highly flexible static site generator driven by PyPage, that can be used to build websites.
 Recent project. Click here to see.

Distributed Graph Algorithms
Thoroughly documented implementations of a few selected distributed graph algorithms.
 60+ stars. Click here to see.

Cassandra Transpiler   (Python)
Translates an domain-specific language to object-oriented human-readable Python.
 Click here to see.

NeoLisp Language Interpreter (C++)
A LISP dialect with concurrent support for infix expressions and LISP's S-expressions.
 Click here to see the code.

2D Game Engine (with SDL2)   (C++)
Partial work on a 2D platformer game engine.
 Click here to see the code.

EDUCATION

B.S., COMPUTER SCIENCE
Stony Brook University   2012

SKILLS

Languages, frameworks, tools, etc:
Python • C • C++ • Java • HTML • SQL
Kotlin • Mypy • TypeScript • Flow • React
Ktor • Git • Arch Linux • ReasonML • Rust