

MOHAN VADDI

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EXPERIENCE

Software Development Engineer

AUG 2022 - PRESENT

SDE Intern

MAY 2022 - AUG 2022

Point Motion Inc.

Remote

- Developing "[Sound Health](#)", a product that leverages motion-capture technology to analyze users' adherence and cognition by incorporating games and music to improve quality of life.
- Responsible for building and maintaining **APIs for Object overlay games**, including APIs for **Animations, Game logic, Collision detection** and **Music**, contributing to seamless game-play experiences.
- Designed and developed a user-friendly **mobile application** that can be used as a remote control to manipulate the games, which helped in improving the efficiency and effectiveness of testing processes.
- Contributed to the development of a **chrome extension** for user testers to easily record and share videos.
- Contributed to the development of a **desktop application** to automate system accuracy testing and eliminated the need for manual testing efforts.
- Worked on planning and Implementation of the **back-end infrastructure for Stripe payment** systems for the entire platform that encompass various functionalities such as **subscription plans, automated payments, and coupon systems**.
- Worked on the back-end implementation of diverse systems, including **authentication, analytics, and rewards systems**.
- Translated various product designs to responsive UI using **Angular, Bootstrap, and SCSS** on the front-end.
- Created comprehensive **technical documentation and videos** outlining the functionality of select features.
- Extensively collaborated with design, product, and business teams to understand their needs and develop successful features.
- Skills:** Angular, Bootstrap, Phaser3, PostgreSQL, GraphQL, Hasura, NestJS, Ionic, Tauri, Rust, AWS Cloud Services (S3, SNS, Pinpoint), Novu, Stripe, Google Analytics, Mediapipe.

SDE Intern

MAY 2021 - AUG 2021

CodeTantra

Hyderabad, TG

- Contributed to the development of a platform that helped various educational institutions across India in facilitating online classes, exams, courses, and performance reports.
- Contributed to the development of automated and manual proctoring systems.
- Responsible for back-end implementation and maintenance of diverse systems, including Attendance management, Reports, Question banks and certificate systems.
- Translated various product designs to responsive UI.
- Skills: Reactjs, Spring Boot, Java, MongoDB, Docker

EDUCATION

RGUKT- IIIT, Srikakulam

JUN 2018 - MAY 2022

B.Tech in Computer Science and Engineering - **8.5 CGPA**

PROJECTS

Arbeit Web [\[Github\]](#)

FEB 2022 - APR 2022

Designed and implemented a platform for daily-wage workers, which aimed to streamline the process of finding workers in a given area and making work arrangements quickly and easily.

Pocket OCR [\[Github\]](#)

SEP 2021 - DEC 2021

Developed a web-based OCR application that extracts text from images, while also generating searchable and copyable PDFs.

Gmeet AMS [\[Github\]](#)

FEB 2021 - MAY 2021

Designed and implemented a web-based attendance management tool for Google Meet sessions, which enables users to track attendance based on user meeting time and export attendance data in Excel format. The tool is particularly useful for tracking student attendance during online classes.

Additional Experience and Achievements

- Core member of Developer Student Club at RGUKT.
- Won Hackfest conducted by TechOps.
- Won CODECRUSH, an Inter-university coding competition.