

GIRIDHAR BOYINA

LEAD SOFTWARE ENGINEER

Consumer-focused backend Software Engineer with a complete understanding of the entire software development lifecycle. Fluent in Java and problem solving with over 8 years of experience. Enthusiastic team player ready to contribute to company success.

CONTACT

- +91 984 965 7966
- giridhar.boyina@gmail.com
- www.iamgiridhar.me
- linkedin.com/in/giridharboyina
- github.com/Giridhar-Boyina

SKILLS

Java | C | C++ | Go | Python | Programming | Data Structures | Algorithms | SQL | No SQL | Spring Boot | JPA | Rest API | Docker | Git | Node | Distributed Systems | Microservices | Backend | Frontend | CI/CD | Node | React | JavaScript | TypeScript | Scrum Master | Communication and Teamwork |

EDUCATION

Masters in Computer Science Engineering
Jawaharlal Nehru Technological University, Hyderabad
2013 - 2015 GPA - 8.3

CERTIFICATIONS

Go Essential Training
Linkedin Learning

Agile with Atlassian Jira
Coursera | Atlassian

Go: The Complete Developer's Guide (Go lang)
Udemy

Scrum: Advanced Level
Project Management Institute (PMI)
PDU | LinkedIn Learning

ACCOLADES

Innovative Solution Providers for EdTech - 2020
National Startup Awards 2021 by #startupindia

Leadership Impact Award - 2018
Inno Lead Summit 2018

WORK EXPERIENCE

Lead Software Engineer

Trixon Tech Solutions, Hyderabad AUG 2020 - Present

- Led the Design and development of object-oriented software, including CMS using the latest technologies for use in the EdTech Sector.
- Automated and optimized business logic for the core marketing experiments, including A/B, Auto-Targeting, and Multivariate Testing
- Led the development of several products E2E, from identifying system requirements & partner dependencies to workload balance, software implementation, engineering, testing, and configuring metrics.
- Consulted with engineering team members to determine system loads and develop improvement plans.

Software Developer | Co - Founder

Trixon Tech Solutions, Hyderabad FEB 2016 - AUG 2020

- Coordinated with project management staff on database development timelines and project scope.
- Discussed project progress with customers, collected feedback on different stages, and directly addressed concerns.
- Researched new technologies, computer architectures, software packages, and hardware products for use in projects.
- Continuous Integration/Deployment Pipeline Integration, pull requests, code reviews, load/stress testing, unit/integration/e2e testing

Associate Software Engineer

Polycom Technology R&D Center, Hyderabad JAN 2015 - JAN 2016

- Wrote and optimized test cases to maximize the success of manual software testing with consistent, thorough approaches.
- Created accurate and efficient test scripts in Selenium to manage automated testing of certain products and features.
- Resolved or escalated problem tickets to resolve user issues.

Founder

Flume Games, New Delhi APR 2012 - MAY 2013

- Achieved substantial success in publishing Mobile Game Applications with an overall download count of over 80K.
- Negotiated terms of business acquisitions and published an MMORPG game developed Offshore to publish for Indian Player base

PERSONAL PROJECTS

- Researching 2d-3d anamorphic illusions by studying vector and graph analysis to build software. This revolutionary algorithm will enable users to develop high-quality 3d designs in 40% less time.
- Developed a new algorithm and published an International Journal on "Overload Protection of Inverter with Priority Based Load Switching Algorithm" this project helps in priority switching of loads & protecting heavy industrial equipment by using an innovative algorithm.
- My Research on "Power Flow Management of Grid Connected Wind Generation System with Power Quality Improvement Features" was recognized as Top 10 Green Power Projects of the year 2019 and was implemented in a wind generation plant (NREDCAP) set up by the Andhra Pradesh government in Rekalakunta in Anantapur district.