



Leenus Lourdusamy

(+44) 7538456399 | Leenus533687@gmail.com | <https://leenus533.com>

Personal Statement

Results-driven Software Engineer experienced in full-stack web development. I am eager to contribute to projects that challenge and expand my expertise. My proficiency lies predominantly in web applications, frontend, backend and both self-hosted and cloud-based solutions. Quick to adapt, SC Cleared, and ready to tackle challenging projects.

Experience

Quickfire Digital | Frontend Developer

Sep 2024 - Current

- Developing and working within the shopify ecosystem to help meet clients needs and expectations that are generating \$100,000+ in revenue.
- Working with cross-functional teams sharing tasks and handling multiple clients concurrently at a high standard and pace.
- Developed internal tooling as a passion project to help improve convenience and performance of internal team members.

Mindweaver | Software Engineer

Aug-2022 - Sep 2024

- Delivered tailored client specific software solutions in collaboration with diverse teams.
- Contributed to project planning, progress updates, and stakeholder communication.

BAE systems | Software Engineer - Contract

Dec-2022 - Oct-2023

- Collaborated with high security clients to understand their requirements and delivered tailored software solutions for multiple projects.
- Demonstrated versatility by working on a diverse range of projects, showcasing adaptability and a broad skill set.

Freelance | Software Engineer | Tutor

Aug 2021 - Jul 2023

- Engineered scalable, responsive, multi-platform, and SEO friendly websites for multiple clients
- Addressed bug fixing and application performance enhancements.
- Tutored 6+ students HTML, CSS, Flexbox, and JavaScript

Projects & Outside Experience

propugs.com | SaaS | [propugs](#) | Tools: [TypeScript ,Redis, WebSockets , Svelte Kit ,Linux, DigitalOcean]

- Engineered a Community Hub for the TF2 community to be able to set up organized Competitive pick-up games.
- Enabled Server-side Authentication, WebSocket Connections to efficiently handle user inputs and update data in RealTime and improved performance by optimizing the database performance and reduced database delay from 150ms to < 10ms by incorporating Redis as the Primary Database.
- Setup Group Testing events to gather user feedback for better experience. This allowed for multiple iterations of the product varying from frameworks and technologies to achieve better performance and experience.
- Ensured performance reliability by load testing and allowing for 500+ simultaneous connections, when the expected average is between 20-60 simultaneous connections allowing for a large performance overhead.
- Achieved 2000+ unique users with 115+ DAU with 3300+ matches being played on the website.
- Fully featured with real time interactivity, admin roles , admin chat and moderation control.

Hackathons

[VeRide](#) | University of Cambridge x VeChain Hackathon | Cambridge, UK | 2024 - Finalist

- Pitched solution to industry judges as a finalist, emphasizing scalability for equitable urban transportation.
- Developed a Proof of Concept MVP for a blockchain-based decentralized e-scooter platform using VeChain, addressing urban mobility challenges by reducing operational costs and incentivizing active users through rewards.

[AIO](#) | Encode AI Hackathon | London, UK | 2024

- Integrated cross-platform APIs into a unified dashboard, utilizing OpenAI's GPT-3.5 for content summarization to align with user-defined goals, combating screen addiction and reducing scrolling time..

[TacTic-Total](#) | Tezos Blockchain Hackathon | London, UK | 2022 - Finalist

- Built an arithmetic strategy game blending Tic-Tac-Toe mechanics with mental math challenges, leveraging smart contracts for player rewards.

Technical Skills

JavaScript | TypeScript | Python | React | Next js | Remix.run | Svelte | SvelteKit | Tailwind | Node js | Git | Firebase v9/Google Cloud | Rest Api's | WebSockets | Linux | Redis | Docker