

Athresh Kiran

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Software Engineer with 4+ years of experience building and scaling production systems used by 80M+ users. Owned client-side architecture for core product experiences including payments, stateful user flows, and AI-embedded features, working closely with backend services and overall system architecture across gaming and healthcare domains. Emphasized low latency, correctness, and cross-platform reliability.

CORE COMPETENCIES

- End-to-end ownership: client architecture, backend APIs, and cloud deployment at scale
- Cross-functional execution with backend, product, and design, covering API contracts and experimentation
- Performance focus: low latency, real-time systems, multithreading, and on-device ML pipelines

EDUCATION

University of Washington, WA	Sept 2024 – June 2026
Master of Science in Computer Science & Software Engineering	GPA: 3.77
Vellore Institute of Technology, India	July 2018 – July 2022
Bachelor of Technology in Computer Science	GPA: 3.86

TECHNICAL SKILLS

- **Languages:** Python, TypeScript, JavaScript, Java, Kotlin, Swift, Dart
- **Mobile & Frontend:** Flutter, Android (Native), iOS (Native), React
- **Backend & Cloud:** AWS Serverless (Lambda, API Gateway), Firebase, Supabase, MongoDB, REST APIs
- **Systems & AI:** Multithreading, Concurrency, On-device ML, Data Pipelines, Real-time processing
- **Tools & Observability:** CI/CD, Google Analytics, Statsig, Data Visualization

PROFESSIONAL EXPERIENCE

Jungle Games December 2023 - August 2024
Software Development Engineer Mobile Bengaluru

- Built and scaled high-traffic Flutter client systems used by **80M+ users**, focusing on performance, stability, monitoring, and correctness across Android and iOS.
- Owned and implemented **client-side architecture** for an express payment flow, redesigning transaction state handling and API coordination to reduce end-to-end checkout time by **40%**.
- Designed and implemented **WebSocket-backed stateful flows** for onboarding and a new game mode, coordinating client state, backend events, and UI updates to drive a **25%** increase in user retention.
- Led cross-functional integration of Amazon Pay into the mobile wallet, collaborating with partner teams and product managers to coordinate client changes and backend contracts to drive a **60%** increase in wallet transactions.
- Improved codebase maintainability through architectural guardrails and targeted refactors, reducing release friction and improving delivery velocity by **20%**.

Parallel Reality July 2020 - December 2023
Founding Engineer Mobile & Client Systems Bengaluru

- Founding engineer responsible for end-to-end mobile architecture of an **NHS-partnered healthcare platform**, owning native Android (Java/Kotlin) and iOS (Swift) client systems from **0-to-1 development through production scale**.
- Built and maintained native applications, then led the **migration to a unified Flutter architecture**, improving feature parity and reducing maintenance overhead by **50%**.
- Designed and implemented **on-device ML pipelines** (Computer Vision) for real-time exercise tracking and posture assessment, combining pose detection with multithreading, achieving **30fps** at **>90% accuracy**.
- Built stateful mobile experiences across an exercise library of **100+ exercises**, including workout flows, timers, and live feedback loops, ensuring correctness under **app lifecycle changes**, background execution, and network interruptions.
- Built out new API infrastructure and data pipelines for healthcare delivery features (AWS Lambda, MongoDB, VoIP consultations, React clinician dashboards), integrating mobile clients with cloud services and serving **10+ clinics**.

SELECTED PROJECTS

SimplyMime - AI-powered IoT system for real-time gesture recognition to control consumer electronics; published in *IEEE Sensors Journal*. ieeexplore.ieee.org/document/10742306

Mental Health AI Testing Framework (*In Progress, 2025–2026*) - LLM-as-judge evaluation framework with A/B testing infrastructure for chatbot models deployed in production mental health AI solutions.

Cerebro - Brain-computer interface enabling wheelchair control via EEG signals with real-time signal processing and intent interpretation.

AWARDS & LEADERSHIP

Jungle Hackathon **Winner** (2024) | **Top Troubleshooter**, Jungle Games (2024)

VIT Engineering Expo **Winner/Runner-up** (2018–2019) | **Technical Lead**, Google Developer Student Club (GDSC)