

*Product focused Software Engineer specializing in early-stage, open-ended, user-facing problems. Eight years of professional experience with full-stack web development using Python, Django and frontend technologies.*

## EDUCATION

**The University of Texas at Austin**  
Bachelor of Science, Computer Engineering

December 2013

## EXPERIENCE

**Informal.org - Founder** September 2019 - July 2021

- Founder of a bootstrapped startup with the mission of making programming accessible for everyone.
- Informal is an excel-like visual programming language. Iteratively prototyped and tested several concepts in this space from spreadsheets to smart docs, analytics notebooks and low-code databases.
- Architected and built a lightweight, browser-based lexer, parser and compiler stack from the ground up.
- Research and experimentation of novel approaches to reactive visual development, serverless webassembly runtimes, library sandboxing, array programming, safe concurrency and more.

**Indeed – Senior Software Engineer (SWE 3)** January 2014 - September 2019

- Technical lead, individual contributor, project and engineering mentor on Incubator (Indeed Labs)
  - Chat - Large scale (1M+ req/day), near real-time messaging system for jobseekers.
  - Scribe - A data science based SEO tool to improve the conversion of job postings.
  - Campus - A mobile web app to recommend relevant jobs for students based on their major.
  - Edu - A digital resume book for college career fairs.
  - JobDiscovery - A pandora-like, swipe based job search experience.
  - JobsMap - A location-centric, map based job exploration experiment.
- Founding engineer on the Indeed Hire team
  - Architect and original dev for HireCentral, the automated candidate management system now powering a team of several hundred internal staffing recruiters and generating \$10M+ in revenue.
  - Built recruiter chrome extensions, marketing landing pages, employer portals and analytics tools.
- Core contributor and technical leader for the Python and Django stack at Indeed
  - Developed key libraries for login, RPC, monitoring, config and logging used across the company.
  - Coordinated several cross-org technical initiatives. Organized a working group of 10 devs and managed the Py3 migration of ~30 libraries and ~100 Django applications across a dozen teams.
- Lead for Indeed University (IU - Summer 2017)
  - Engineering manager for 5 new college hires, coaching them through weekly 1:1s and check-ins.
  - Project mentorship for 3 new products, guiding teams of 5 through developing a lean MVP.
- Conducted usability study sessions. Ran A/B tests. Led technical interviews. Code and design reviews. Mentored new developers. Wrote training curriculums and presented workshops for 100+ participants.

**AMD – Engineering Co-Op** January 2012 - August 2012

- Co-Op intern for the Rubymain and Unit Bin Sorter (UBS) teams.
- Worked on ruby wrappers of C++ drivers for custom CPU testing and validation motherboards.
- Created a dynamically generated GUI editor for XML configurations.

## PERSONAL PROJECTS

<https://fenivarughese.com>

**TheQuarterly.org (2018):** Convert SEC quarterly PDF filings to readable, search engine optimized static pages.

**InSight (2013):** Senior Design team project to automatically crop and perspective-correct pictures of whiteboard notes.

**Thyself.io (2012):** A personal analytics web app with natural language processing to track and analyze your daily life.

**Infinite Music Machine (2011):** Automatic music and poetry generation using Markov chains.

**Pulsar (2008):** A 2D side scrolling game I developed in High School with my friends.

## TECHNICAL SKILLS

**Languages:** Fluent in Python, Java, JavaScript, HTML & CSS. Experience with Rust, Ruby, C, Go, Clojure & Elixir.

**Technologies:** Proficient in Django, Postgres, MySQL, Redis, Bootstrap and Sass. Experience with Flask, React and Vue.js.

**Tools:** Proficient in Git, Linux, Vagrant. Experience with Docker, AWS, Google Cloud and Kubernetes ecosystems.