Andrew D. Keturi

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Skills

- Frontend and Full-stack Web Development: Typescript, React, React Native, CSS, Next.js, Node.js
- State management (Redux, MobX State Tree), A/B Testing, and Event Tracking/Stability Tracking (Crashlytics)
- TDD/Unit testing frameworks: Jest/Enzyme(Javascript), Mockito+JUnit (Java), Rspec (Ruby)
- RESTful API Design and end-to-end implementation
- Storybook, Design systems (Figma), Chromatic and web accessibility
- Non-technical skills: Competitive Dance Dance Revolution, Strength Training, 漢字, Baking

Experience

Pine Medical, San Francisco, CA   May 2023 - Feb. 2024
Founding Engineer (Typescript, React, Next.js, Node.js, Express, PostgreSQL, GraphQL, Prisma)
- Joined a team of 2 engineers to develop a cash pay telehealth service that tackles obesity ($14m ARR)
- Built an insurance verification platform, integrated with EMRs, developed a signup flow for patients
- Designed and engineered a patient portal and knowledge center, reaching thousands of new patients per month

Sessions, San Francisco, CA   June 2019 - Dec. 2022
Staff Software Engineer (Typescript, React, React Native, MobX State Tree)
- Led a cross-functional team of 6 to plan, develop, and deploy features to an audience of 130k musicians and 1.7m fans.
- Built a ticketing system for live streamed shows, which generated $1m in paid ticket sales.
- Wrote native wrappers for the Amazon IVS Broadcast SDK to allow artists to stream from our React Native application, increasing artist streams by 40%.
- Implemented a monthly subscription service using the Stripe SDK for artists to share exclusive content, generating $200k MRR for headliner artists.
- Products Shipped: **Sessions Live** and **Next Music**

WRKSHP, San Francisco, CA   April 2014 - June 2019
Full-Stack Engineer - Android Engineer (Java, Ruby)
- Worked with stakeholders to implement features for mobile games with 30m+ downloads and $50m+ revenue.
- Implemented comprehensive user interfaces using in-house scene graph library.
- Integrated 3rd-party advertising libraries to boost revenue by 12% and track user events.
- Titles shipped: **Battle Camp** (battlecamp.com) and **Beat Fever**.

Projects

Starless Umbra, starlessumbra.com   Jan. 2020 - Present
- Developing an award-winning role-playing game that has been played over 400,000 times

Heroes of Umbra, heroesofumbra.com   Dec. 2012 - Jun. 2018
- Developed and designed a platform-agnostic multiplayer (networked) game engine in Java (libgdx+kryonet)
- Released on Steam, managing game community/coordinating playthroughs on Discord

RPG Maker 2000 Historia, rm2k.net   Oct. 2020
- Built and designed a full-stack project to reminisce about and archive classic rpg maker games.
- Frontend: Typescript, Next.js, Chakra UI. Backend: Postgres, GraphQL

Education

University of San Francisco (USF), *BS Computer Science*