
Dev Purkayastha

Software Engineer

Experienced full-stack developer. Let's build great software.
New York City | 617-642-4766 | dev.purkayastha@gmail.com

EXPERIENCE

Pear Therapeutics, New York, NY - *Senior Software Engineer, JAN 2022 - NOV 2022*

Medical apps for treating substance abuse and insomnia.

- Developed backend microservices and libraries as part of migrating away from a monolith backend.
- Improved team's software development cadence through adopting automated conformance scripts and best practices for code review.

Google, New York, NY - *Software Engineer, JUL 2014 - AUG 2021*

Online music services (Google Play Music and YouTube Music).

- Developed new server-driven UI components through initial design, API development, client integration, and the launch process. The new user experience led to increased app usage.
- Implemented ad integration into the web music client, connecting a complex app with asynchronous ads and music APIs. Advertising enabled a free music experience, resulting in increased usage and more ad deals.

Songza, New York, NY - *Software Engineer, NOV 2012 - JUL 2014*

Online music service with personalized playlist recommendations.

Acquired by Google.

- Developed the frontend for a refresh of the web app, using Python, Javascript & CSS (with various frameworks). The resulting UI delivered uninterrupted music playback with a smooth app-like UI, while working within the affordances and limitations of the web.

Eleven Learning, Cambridge, MA - *Technical Cofounder, FEB 2009 - NOV 2012*

Educational publishing startup for delivering better online textbooks.

Member of Imagine K12 startup incubator (2011).

- Developed all parts of the experience:
 - web-based textbook reader with annotation and highlights
 - peer-authoring tools, allowing non-technical professors to collaborate on open-source textbooks
 - text-processing admin tool, used by external contractors

Independent Contractor - *Software Engineer, FEB 2009 - NOV 2012*

Developed software for various clients, from early-stage startups to established companies.

Auburn Quad, Cambridge, MA - *Software Engineer, JUL 2008 - FEB 2009*

Online community fundraising software; primarily used with ActBlue, a market leader in political fundraising. (Now operating as ActBlue Technical Services.)

Sconex & Sugarloot, Cambridge, MA - *Technical Lead, FEB 2006 - JUL 2008*

Social networks for the youth audience. Acquired by Alloy Media & Marketing.

BzzAgent, Boston, MA - *Software Engineer, AUG 2004 - FEB 2006*

Marketing startup using a web app to communicate with influencers.

Liquid Machines - *Software Engineer, JUN 2004 - AUG 2004*

Developers of encryption software for a Windows environment.

EDUCATION

Harvard University, Cambridge, MA

B.A., Computer Science, 2004

SKILLS

Languages: Typescript, Javascript, Ruby, Python, CSS3, Java, PHP, C & C++.

Frameworks: Node.js, Rails, Sinatra, Django.

Methodologies: microservices architecture, databases (relational and schemaless), server-side rendering architecture, automated integration and deployment, testing and test-driven development.

OTHER INTERESTS

Game design: co-produced the award-winning board game *Companions' Tale*, with a successful crowdfunding campaign and fulfillment.

Teaching: Teaching Fellow at Harvard College (Fall 2009 - Summer 2010); and the Berkman Center "Ruby on Rails workshop for Women" (Fall 2009).

Music curation: interviewed by Refinery29 about a playlist I curated for Google Play Music ("This Drake Playlist Is Basically Fan Fiction Come To Life").