
Dev Purkayastha

Software Engineer

Experienced full-stack developer. Let's build great products for our users.
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EXPERIENCE

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

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

- Developed features for server-driven client rendering middleware, through a design refresh (establishing new view models and practices) and new UI components (through initial design, API development, client integration, and the launch process). As a result, the fresh user experience led to increased app usage.
- Engineered ad integration into the web music client, making a complex app state work with asynchronous ads and music APIs. This work enabled a free music experience and resulted in new users, sizable monthly impressions, and new ad deals.

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

Online music service, serving tailored music playlists. Acquired by Google.

- Developed the frontend for a well-received refresh of the web experience, using Python, Javascript & CSS (with various frameworks). The resulting UI delivered uninterrupted music playback with a smooth app-like UI, while juggling non-trivial user states and the affordances and limitations of the web.

Eleven Learning, Cambridge, MA - *CTO, 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 - *Web Developer, FEB 2009 - NOV 2012*

Worked with various clients, from pre-launch startups to established teams.

- Developed backend APIs for mobile applications.
- Developed for multiple enterprise-level Rails applications in the financial space (lending, investment).

Auburn Quad, Cambridge, MA - *Web Developer, 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 - *Tech Lead, FEB 2006 - JUL 2008*

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

BzzAgent, Boston, MA - *Web Developer, AUG 2004 - FEB 2006*

Marketing startup using a web app to communicate with influencers.

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

Developers of encryption software for a Windows environment.

EDUCATION

Harvard University, Cambridge, MA

B.A., Computer Science, 2004

SKILLS

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

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

Methodologies: databases (relational and schemaless), microservices architecture, 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.

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

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