TILO MITRA

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About Me

I am a full-stack JavaScript engineer who loves working with the latest technologies to create delightful user experiences. I like using my engineering knowledge to solve real problems, and build the future.

Key Technology Skills

Back-end: NodeJS, ES6/7, Express, Sails, Kibana, MySQL, Mongo, PostgreSQL, and more.
Front-end: Responsive Single-page applications with React, Flux (Redux/NuclearJS), Webpack, Browserify, and more.

SENIOR SOFTWARE ENGINEER, SOUNDHOUND INC., TORONTO — 2014-PRESENT

Responsible for full-stack development of Houndify, SoundHound's self-service web application to let anyone add a Voice Artificial Intelligence to their software. In 1.5 years, Houndify has 20,000+ developers building 500+ products on it, leading to a $75M VC investment.

Architected and developed tools and processes that allowed SoundHound's voice recognition engine to learn multiple languages. My tools have facilitated the collection & management of 500K+ audio recordings, resulting in our AI understanding Korean and Japanese. This has led to further business growth.

Responsible for hiring and mentoring web engineers at SoundHound. Led the growth of the web team from inception to seven engineers building six different products over two years.

Responsible for determining SoundHound's front-end web stack. My technology decisions have improved the productivity of other engineers, made talent acquisition easier for our recruiters, and improved engineering culture.

FRONT-END SOFTWARE ENGINEER, YAHOO, SUNNYVALE — 2012–PRESENT

Developed the core of YUI 3 - Yahoo's open-source JavaScript and CSS platform used across all of it's major web properties. Code written by me was visible to 1B+ users on Y! Front Page, Mail, and Search.

Wrote Pure, a popular CSS Framework with 15,000+ stars on GitHub. It is the most popular open source library made by Yahoo (as of 2015).

Gave numerous conference talks at conferences such as CSSConf, Open Hack USA, and YUI Conf.

Education

University of Waterloo, Canada – Bachelors of Applied Science (with Honours) in Systems Design Engineering (2007 - 2012)

Relevant Courses: Software Design Patterns, Data Structures and Algorithms with Java, Signals and Systems, Statistics and Probability, Digital Computation using C++

Personal Projects & Achievements

AUTHOR OF NODEWEBAPPS – 2016-PRESENT

Built NodeWebApps to share my knowledge of JavaScript application development and best practices with the developer community. The website is new, but has a growing following.

WROTE BEDROCK – 2016-PRESENT

Published Bedrock, an open-source framework that lets users set up a production-ready Node web application in under 10 minutes with user authentication. Comes with React, Flux, Webpack chunking built-in.

WINNER OF MULTIPLE YAHOO/FACEBOOK HACKATHONS – 2011-PRESENT

Conceived, designed and developed "Crictainment", a native iOS app that gathers cricket news, videos and photos and displays them in a curated manner in 48 hours.

Designed and developed "Glance", a magazine-style reader that dynamically pulls in content from Yahoo! sites and presents it in a responsive way on tablets and phones.

MADE A VIRAL WEB APP – 2011

Developed the entire front-end of TopForty, a web-app that determines the most popular songs on Twitter and creates a Top 40 list every day in 2.5 weeks algorithmically.

TopForty was featured on TheNextWeb and GigaOm and users played over 40,000+ minutes of music on it.