Salil Monga

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TECHNICAL SKILLS

Languages: TypeScript, JavaScript, Node.js, React, Next.js, Python, Java, Flutter/Dart
Cloud & DevOps: AWS, Azure, Docker, GitHub Actions, CI/CD, Supabase, Vercel
Systems & Tools: Distributed Systems, API Design, Observability, Mapbox, Datadog, Splunk, Git
Core: System Architecture, Reliability Engineering, Debugging, Security, SDLC, DS & Algos

EXPERIENCE

Founding Software Engineer (Technical Lead) — Aug. 2025 – Dec. 2025
Cupe Connect — *Los Angeles, CA (Remote)*

- Implemented real-time messaging, geospatial features, and Mapbox rendering in Flutter; delivered 99%+ crash-free sessions and sub-200ms perceived latency using an optimized polling system.
- Designed system architecture, authentication flows, and secure data handling patterns to ensure reliability under real-time load.
- Built CI/CD pipelines (GitHub Actions, TestFlight), automated deployments, and internal tooling for logging, debugging, and operational workflows.
- Developed a custom companion testing app that reduced manual QA and feature validation time by nearly 50%.
- Created an internal admin console supporting notifications, diagnostics, and trust & safety operations.

Instructional Student Assistant — Aug. 2024 – Present
California State University — *Northridge, CA*

- Mentored 300+ students in algorithms, data structures, debugging strategies, and code quality through structured lab guidance and targeted case studies.
- Developed and delivered workshops on responsible AI usage, improving student adoption of modern engineering workflows and academic integrity practices.

Software Engineering Intern — May. 2025 – Aug. 2025
Stealth Startup (XR Training Platform) — *Los Angeles, CA*

- Built an XR training management tool from concept to MVP, implementing role-based authentication, secure data models, and structured training workflows.
- Migrated the PoC from Supabase to Azure (MySQL, Container Apps, Blob Storage) and established CI/CD pipelines to improve deployment reliability and scalability.
- Optimized system performance, reduced operational overhead, and automated asset management using AI-assisted tools (Claude, Copilot).

Software Engineer — May 2021 – Dec. 2023
Liberty Mutual Insurance — *Columbus, OH*

- Unified 3 legacy systems into a modern React/TypeScript/Node.js platform, reducing code duplication and improving feature delivery time by ~70%.
- Engineered APIs processing 30k+ daily requests with over 95% reliability, adding Datadog/Splunk observability to reduce incident resolution time from 24 hours to under 45 minutes.
- Implemented reusable UI components with Storybook/Jest, achieving 90%+ test coverage, improving maintainability, and standardizing UX across teams.
- Onboarded and mentored 8 contractors, accelerating their path to independent contribution and improving team operational efficiency.

LEADERSHIP & RESEARCH

VR Training for Automotive Cobots | *Unity, OpenXR, URDF*

- Built a physics-accurate digital twin of a UR5 cobot with inverse kinematics and interaction tooling for simulation-based operator training.

Mentor, Society of Software Engineers (400+ members) | *Workshops, Leadership*

- Led workshops and 1:1 technical mentorship on modern engineering stacks, interviewing, and project design for 400+ students.

EDUCATION

California State University — Northridge, CA
Master of Science in Software Engineering — *Aug. 2024 – Dec 2025*

The Ohio State University — Columbus, OH
Bachelor of Science in Computer Science — *Aug. 2019 – May 2021*