Mitesh Shah

312-409-1803   mitesh@mokko.io   https://mite.sh

Profile

I'm a problem solver and a hands on engineering leader. I'm passionate about leading technical teams that understand the value of design and love building products in fast-paced environments. I have over 15 years of experience in software engineering as an individual contributor and 5 of those as a leader in startup environments.

I have experience working with design systems, food delivery, game development, VR + 3D, and I most definitely love building full stack web and mobile applications.

Top Skills

NodeJS	**ReactJS**	**React Native**	**JavaScript**	**Next.js**
MongoDB	GraphQL	CSS / SCSS	Unity3D	Sketch
Gatsby	Design Systems			

Experience

CTO & CO-FOUNDER, PERSONIFY LABS INC., REMOTE - JUNE 2020 - CURRENT

Architected, built and shipped the complete SaaS offering with Next.js, React, and MongoDB on a bootstrap budget. Built a world class design system for theming and reuse in multiple projects. Personify provides specialized tools for user research that are easy to use and easy to share.

SOFTWARE ENGINEER (CONSULTING), GUIDANT GLOBAL, REMOTE - OCTOBER 2020 - CURRENT

Worked with an IoT team of a world leader in agriculture technology, specializing in front-end (React, Typescript and a bit of Node, lots of GraphQL, ElasticSearch and AWS). Decluttered and streamlined entire app's state management using React hooks. Built a mobile companion app from scratch using React Native + Expo. Helped build a map visualization software for live farm equipment tracking, planting and harvest observations.

CTO, ROUTE, INC., CHICAGO, IL – APRIL 2018 - MARCH 2020

Responsible as co-founder for envisioning, building out and maintaining the main SaaS product, pitch, help raise funds and recruit / mentor the technical and design team. Designed, architected and hand built most of the software with minimal support. Oversaw growth from $0 to $8k MRR; 0 to 100+ paying customers. Tech stack: React.js, React Native, Redux, Node.js, Express, MongoDB and several other libraries and dev-ops solutions.

UX DESIGNER / FRONTEND ENGINEER - ALOGENT – OCTOBER 2019 - MAY 2020

Pitched and delivered a design system for financial services, with a client co-branding focus. Redesigned their entire next generation banking product, along with the creation of rapid prototypes for marketing demos of existing and upcoming features. Heavy use of Sketch, Bootstrap, CSS and React.js.

FOUNDING ENGINEER, MOKKO LABS (US & INDIA) – 2016 - CURRENT

Built and delivered several startup MVPs across many stacks; recruited and nurtured a team of talented freelancers in design and development along with the fledgling business in the US and India. At its peak, generated revenues upwards of $120k per year. Notable examples include SafeStart 2 (Node+React+iOS) surgical safety system, MedSpotting (Uber for doctor house visits) and VetSpotting (Uber for vet house visits). Several years of daily usage of Node.js, Express, MongoDB, React.js, React Native and experimented with many others.

CO-FOUNDER & CTO, TIFFINITY, AHMEDABAD, INDIA – 2016 - 2018

Tiffinity was an original startup idea: a local marketplace of home made food - ordered, managed and delivered through mobile technology. Designed and built out original and highly praised mobile apps and backend automation. Wore many hats from technology to food tasting, quality control, chef onboarding, menu management, food photography, packaging design as well as fundraising / pitch contests. Scaled the startup to a peak of 25+ deliveries a day (around $1k MRR) with positive unit economics. Built with Node.js, AngularJS, React.js and React Native.

MOBILE SOFTWARE ENGINEER, SCIENTIFIC GAMES, ALPHARETTA, GA – 2014

Improved and maintained a proprietary mobile SDK built on top of Cordova - specific for contract work in lottery systems and second chance games. Quickly became a dependable ally for a variety of design and technical issues by senior partners and junior engineers alike. Learnt JavaScript and Android development *on the job*.

GAMEPLAY & UI ENGINEER, XAVIANT GAMES, CUMMING, GA — 2011-2014

Worked with CryEngine 3 on Lichdom: Battlemage - an original magic based game IP. Created multiple drafts of a variety of spells, visual effects, loot and crafting system, quest system and most of the game UI and menus. Internally recruited various talented team members in order to provide high quality deliverables.

Side Projects

SCROODLES

An addictive scrabble like word battle game that reached over 200,000 downloads across the world and generated over $40k in revenue.

CHAI COMBINATOR

A tech startup support and educational group built to extend the Y-Combinator / Startup School virtues and help a close knit community navigate the grind.

Education

Illinois State University, Normal, Illinois — Bachelor of Science (Major: Computer Science) 2004. Founded and led "Game Designers & Developers Club" until graduation.

Hobbies

Composing music, game development, legos, food photography and teaching my kids everything I know.