

Jeevithan Mahenthiran

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EDUCATION

University of California, Santa Cruz

Bachelor of Science in Computer Science and Game Design

Master of Science in Computer Science and Engineering

Santa Cruz, CA

Sep 2021 – Jun 2025

Sep 2026 – Jun 2028

PROFESSIONAL EXPERIENCE

Software Support Engineer II

Bright Data

- Provide technical product support to global enterprise clients, troubleshooting API integrations and data pipeline issues involving **JavaScript, Python, and REST APIs**.
- Collaborate with R&D and engineering teams to reproduce bugs, propose fixes, and improve SDK documentation.
- Develop internal tools using **JavaScript** and **Python** to automate troubleshooting workflows, reducing issue resolution time by 30%.

Sep 2025 – Present

New York, CA

Full Stack Software Developer

jLabs ENTs Research, UC Santa Cruz

- Developed **DirtViz** for the ENTs project, leveraging IoT sensors to monitor and optimize agriculture for sustainability and higher yields.
- Built full-stack features using **React (MUI)** and a **Flask REST API**, containerized via **Docker** for smooth deployment and testing.

May 2025 – Aug 2025

Santa Cruz, CA

Software Engineer Intern

UXLY Software

- Developed a multi-agent e-commerce chatbot using **LangChain, LlamaIndex, and Retrieval-Augmented Generation (RAG)** to deliver context-aware product search, support, and recommendations.
- Built full-stack tools for **cart and order management**, enabling natural language interactions with shopping flows and secure user sessions via **JWT-based authentication**.
- Implemented LLM **guardrails** to sanitize user inputs and model outputs, and wrote unit and benchmark tests to validate performance and reliability.

Jan 2025 – Jun 2025

San Francisco, CA

PROJECTS

Body & Soul (2v2 Top-Down MOBA) | Unity 6, C#, Photon, Blender

- Developed a **2v2 online arena MOBA** inspired by League's Arena mode, where tethered champions rely on positioning, synergy, and coordination to win fights.
- Implemented **unique champion abilities** with cooldowns, hit detection, and scaling stats that reward timing and teamwork.
- Built a modular **stat and upgrade system** enabling evolving champion attributes, item-based progression, and real-time combat synchronization.

SlugRush Gym Tracker | Next.js, Tailwind CSS, FastAPI, PostgreSQL, Supabase, Docker

- Led development and project management for a full-stack web app providing **real-time gym occupancy and historical crowd trends** for UCSC students, scaling to 5,000+ users post-launch.

SecureAI | LangChain, Next.js, Tailwind CSS, FastAPI

- Developed an AI-powered agent using **LangChain** and **Gemini** to autonomously scan public GitHub repositories, analyzing codebases and endpoints for security vulnerabilities, outdated dependencies, and malicious binaries.
- Currently evolving the tool into a scalable **SaaS product**, focusing on automation and code security.

TECHNICAL SKILLS

Languages: Python, C/C++, C#, JavaScript, TypeScript, HTML/CSS, SQL

Frameworks & Tools: React, Node.js, Next.js, Expo, Git, Docker, Postman, Figma, Unity