



# Anu Rahul Nandhan S

(Commonly known as **Muthu Kumar / MKRhere**)

Performance-oriented full-stack Developer, Designer, & Architect

Last Updated July 16, 2025. [See latest](#). For a better experience, visit [mkr.pw](#) →

Tidbit: this resume was created using a custom layout engine! Link soon at [mkr/work](#)

## Reach me

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## Past Work

**8+ years of total experience in Software Development**

▷ Including most relevant. Full list: [mkr.pw/experience](#)

### Founder / Chief Maker

Feathers Studio, Chennai

Oct 2019 - Present

Feathers gives me a platform for open source, and to experiment with moonshot ideas. We also take on interesting projects to rethink industry standards and solve critical UX and DX problems.

### Lead Web Developer & Architect

Navana Tech, Mumbai (Remote)

Feb 2021 - Jul 2022

Was the dev and design lead of Zabaan, an easily integrable I10n assistant. Was the lead architect of sayl.ai, a d2c localised WhatsApp sales platform. Performed extensive code-review & kept the code to spec.

### Full-stack Web Developer

Hugo's Way, Dublin (Remote)

Nov 2018 - Nov 2019

Brought stability to the currency exchange platform. Later was involved in team-building and rearchitecting the monolith into services, for flexibility of deploying whitelabelled services.

### Full-stack Web Developer

Klenty, Chennai

Jan 2018 - Nov 2018

Joined a scaling startup, expanding the system's capacity from 25 to 1,000 customers. Built a visual journey designer for sales campaigns, filled key technical leadership gaps, and mentored two junior developers.

### Editor / Developer

OutFocus Magazine, Ooty

Jul 2014 - Jul 2017

We moved to running our own website after a year on Issuu, and I first learnt HTML/CSS to build WordPress templates to make this happen. This was the beginning of my developer journey. We had a peak of 36,000 readers.

## Education

### McGan's Ooty School of Architecture

B.Arch (Architecture) · 2012 - 2017

Studied to be an architect and interned twice at Architecture firms and learnt design theory in the process. Meanwhile, self-taught design for digital, print, and the web. Was editor of the college magazine twice.

## Skills

▷ **Mentioned below:** TypeScript, JavaScript, Node.js, Deno, Bun, Zig, Figma, Adobe Photoshop, Adobe InDesign, DOM, CSS, SVG, Responsive, Express, Docker, Linux, PostgreSQL, MongoDB, MySQL, React, React Native, React Router, Redux, Hooks.

### Languages

Advanced in TypeScript and JavaScript, with a focus on efficiency and maintainable code. Experienced with Node.js, Deno, and Bun, including contributions to Deno Land. Some experience in Zig for performance-critical applications.

### UX Design, UI layout and styling

Trained architect with a strong UX focus. Extensive experience with Figma, Adobe suite. Have spent a serious amount of time with the DOM, advanced CSS, and SVGs. Skilled in responsive design, ensuring cross-browser compatibility, and performance optimisation.

### Backend

Heavily experienced in backend development using Node.js, Express, and TypeScript to build scalable and efficient server-side applications. Good understanding of Docker for containerisation and deployment. Well-versed in security best practices, including authorisation and data protection. Everyday Linux user for 8+ years.

### Databases

Proficient in PostgreSQL, having worked with complex database design, performance diagnostics, query optimisation, schema design, and data integrity. Also MongoDB, with extensive experience in scalable NoSQL database design. Strong expertise with MySQL.

### React

Experienced in developing large, maintainable React applications with a solid understanding of React internals and problem diagnosis. Proficient in leveraging advanced React patterns and hooks to build scalable, high-performance components.

## Projects

▷ Including most relevant. Full list: [mkr.pw/work](#)

**true-pg** → The most complete Postgres type generation for TypeScript, Kysely, and Zod! Evolving into a more mature project involving entity-generation and parsing for complex types not available in any competing JavaScript project, including Prisma and Drizzle.

**mkr/cal** → A fully featured and sophisticated Calendar app that allows you to manage your life in many layers. Handle everything from personal life, work, meetings, routines—all in one app. Work in progress.

**Hyperactive** → Suite of web-dev libraries for built for convenience and speed. Supports SSR, reactive client-side renderer, and much more.

**HyperCSS** → Strictly spec-compliant and unit tested CSS parser based on the CSSWG Syntax Spec in TypeScript.

**ts-parser** → Minimal TypeScript parser, for parsing Declaration files. Uses own parser-combinator library, a optimised fork of Arcsecond.

**i3-ts** → Modern i3 bindings for TypeScript. Speaks the i3-ipc binary protocol. Ported the raw C definitions to JSON interfaces.

**Telegraf** → Active maintainer of a highly popular Telegram Bot API libraries for Node.js. Convenient middleware-based composable library.

**Telecraft** → Pluggable server admin toolkit for Minecraft and Vintage Story. Enables chat bridge between game, Telegram, Discord, and IRC.

**denoland/node\_shims** → Co-creator of the Node shims for Deno's runtime API. Was transferred into the official Denoland org.

**storymap** → A reverse-engineered map render for Vintage Story game saved files. Written in Zig and is very, very fast! Work in progress.