



Anu Rahul Nandhan S

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

Full stack developer, designer, & architect

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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 - Current · 4+ years

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

Lead web developer & architect

Navana Tech, Mumbai (Remote)

Feb 2021 - Jul 2022 · 1 year, 5 months

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 · 1 year

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 · 9 months

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 · 3 years

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 · 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, Zig | Node.js, Deno, Bun | DOM, CSS, SVG
MongoDB, MySQL, PostgreSQL | React | Figma, Adobe Photoshop, Adobe InDesign
Linux, Docker

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 6+ years.

Databases

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

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. See details mkr.pw/projects

Hyperactive → Suite of web-app dev libraries for built for speed and convenience. Includes SSR, reactive client-side renderer, and a functional server library.

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.

Ambience → An org that publishes modified ambient type libraries converted to importables, such as [lib.dom.d.ts](#).

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 where it continues to be maintained by Deno.

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

God Duty (game) → A top-down pixel RPG written from scratch with only TypeScript and the Web Canvas — no libraries. Work in progress.