



# Anu Rahul Nandhan S

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

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

Last Updated October 13, 2025. [See latest](#). Visit homepage: [mkr.pw](#) →

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

## Reach me

phone [+91 7845 79 8488](tel:+917845798488) →  
email [hi@mkr.pw](mailto:hi@mkr.pw) →  
website [mkr.pw](#) →  
github [MKRhere](#) →  
telegram [MKRhere](#) →  
linkedin [MKRhere](#) →

## Past Work

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

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

### Chief Maker

Feathers Studio, Chennai

Oct 2019 – Present

Feathers Studio gives me a platform for open source, and to experiment with moonshot ideas. We also take on interesting projects that challenge industry standards in UX and DX.

### Lead QA & Telegram Bot Developer

Intensity Labs, New York (Remote)

Jul 2025 – Present

Started a rewrite of a large Telegram bot, optimising for high performance. Rewrote the >45k sloc legacy codebase with the team to ~22k sloc with 100% parity in 5 weeks. My prior work maintaining Telegraf proved invaluable in fixing performance bottlenecks and trimming response latency to under 40ms.

### Lead Web Developer & Architect

Navana Tech, Mumbai (Remote)

Feb 2021 – Jul 2022

Led development and design of Zabaan, an easily integrable I10n assistant. Later led architecture 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

Stabilised the currency exchange platform, reducing failed payments to ~0/day. Later 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. We had a peak of 36,000 monthly readers.

## Education

### McGan's Ooty School of Architecture

B.Arch (Architecture) · 2012 - 2017

Studied to be an architect and interned at two architecture firms, learning 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, Python, HTTP, WebSockets, SSE, gRPC, Protobuf, JSON-RPC, EVM, Solana, Figma, Adobe Photoshop, Adobe InDesign, DOM, CSS, SVG, Responsive Design, Node.js, Bun, Deno, Express, RabbitMQ, Redis, Docker, Linux, PostgreSQL, MongoDB, MySQL, SQLite, React, React Native, Redux, Vite.

## Languages & Protocols

Deep experience with TypeScript and JavaScript, focused on writing fast, maintainable code. Hands-on Zig for performance-critical tools and working knowledge of Python. Experienced with HTTP, WebSockets, SSE, gRPC/Protobuf, JSON-RPC, and Blockchain RPCs (EVM and Solana).

## UX Design, UI layout, & Styling

Architect by training with a strong sense for UX. Experienced with Figma & Adobe suite. Spent years refining DOM layouts, CSS/SVG animations, interaction design, and responsive design. I care deeply about usability, accessibility, and performance.

## Backend

Extensive backend experience with Node.js/Bun/Deno, Express. Comfortable building well-tested & scalable systems, API integrations, CI/CD & Docker deployments, message queues (RabbitMQ/Redis), and following strong security and data-protection practices. Everyday Linux user for 8+ years.

## Databases

Proficient with PostgreSQL, including schema design, performance tuning, and query optimisation. Experienced in building scalable NoSQL systems with MongoDB. Solid working knowledge of MySQL & SQLite.

## React

Built and maintained large React apps with an eye for structure and performance. Strong understanding of React internals, using hooks and context to build clean, scalable components. Primarily build with Vite for web apps, and have used React Native for mobile.

## Projects

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

**comptime.ts** → A dead-simple TypeScript compiler that brings Zig-style comptime evaluation to TypeScript. 400+ stars, HN featured.

**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.

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

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

**ts-parser** → Minimal TypeScript parser, for parsing Declaration files. Uses a custom 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** → Maintainer of the popular modern middleware-based Telegram Bot API library for Node.js. ~9 k stars, 55 k+ dependents.

**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.

**wiretap** → Extremely tiny (1.2kB gzipped) debug-logging utility for all JavaScript runtimes, inspired by "debug".