

Chaitanya Mutyala

Software Engineer — Developer Platforms & Product Systems

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SUMMARY

Software engineer with 15 years of experience, the last ten at Netflix on the studio and content-production systems that internal teams and production partners rely on every day. Much of my recent work has been cross-team in scope: noticing a gap that slows several teams down, building something that closes it, and turning it into shared infrastructure others can adopt and maintain. I'm comfortable owning a problem from requirements and UX through architecture, delivery, and long-term support, and I try to leave the teams around me able to move faster without me.

SELECTED IMPACT

- **Established the desktop application path at Netflix.** Built the build, signing, notarization, and auto-update pipeline for Electron from scratch, then worked with peer teams to turn it into a 16-package framework that is now a standard application type in the company's project-scaffolding CLI. Four teams build on it today.
- **Made large content transfers reliable.** Re-engineered browser-based upload in Content Hub for multi-terabyte assets and single submissions of more than 300,000 files — one of the platform's most failure-prone workflows.
- **Laid groundwork that later became platform ownership.** Early efforts such as Mailbox (multi-step content workflows) and the first in-house subtitling tool were carried forward by dedicated teams as orchestration pipelines and localization tooling.
- **Helped the team adopt AI-assisted development in practice.** Used it on real production migrations, shared the patterns that worked, and updated our interview exercise to reflect how it changes engineering work.

EXPERIENCE

Netflix · Senior Software Engineer

2016 – Present · Los Gatos, CA

Studio Orchestrator

2023 – Present

- Designed and maintain an internal Electron application framework — 16 modular npm packages behind a single scaffolding command — providing single sign-on, a federated GraphQL client, telemetry, structured logging, type-safe IPC, auto-updates, and signed cross-platform builds.
- Built the desktop release path where none existed: automated builds, code signing, notarization, S3-backed auto-updates, and CI/CD. Started largely solo; generalized it with peer teams into shared modules before formalizing it as the framework.
- Delivered GraphQL schema generation, publication, and validation for orchestration pipelines, so pipeline interfaces are typed and verifiable rather than based on convention.
- Contributed to an application platform that lets product teams build, version, and deploy UI applications; about 200 applications run on it today.
- Built a presentation-hosting application on the platform and migrated a legacy settings application onto it with AI-assisted tooling in considerably less time than planned; the migration became a reference example for the platform's maintenance model.
- Own a desktop application that delivers assets to vendor facilities automatically by asset and workflow type, replacing manual downloads that could take hours a day.

Content Hub · content operations platform, a few thousand monthly users

2018 – 2023

- Re-engineered browser-based large-file upload (Aspera) for reliability and tighter product integration, supporting multi-terabyte assets and submissions of 300,000+ files.

- Built Mailbox, an execution mechanism for multi-step content workflows and a precursor to the orchestration pipelines now owned by a platform team.
- Delivered feature work across the requests workflow, the entry point for production teams and external partners bringing content into the studio pipeline.

Subtitle Originator

2016 – 2018

- Built the first version of Netflix's in-house subtitling tool, which supported localization during the company's international expansion and has since been evolved by other teams.

Across teams

- Conducted 50+ technical interviews, mostly for UI engineers; designed the problem-solving exercise and grading rubric and continue to recalibrate them.
- Mentored new engineers through onboarding to working independently.
- On a ~12-engineer team with one product manager and no dedicated designer, defined requirements and made product and UX decisions directly.

BloomBoard, Inc. · Engineering Manager, Senior Engineer

2011 – 2016 · Palo Alto, CA

- Led the engineering team for teacher observation and evaluation tools used across multiple U.S. states and districts.
- Guided architecture decisions, including the migration from PHP/AngularJS to Node.js/React.
- Designed the engineering hiring process, including the technical challenges and evaluation approach.
- Earlier, as a senior engineer, built the evaluation tooling, the data systems behind the professional-development marketplace, and APIs for customer data export and third-party integrations.

SKILLS

Languages & runtime	TypeScript, JavaScript, Node.js
Frontend & desktop	React, Electron, Vite, design systems, cross-platform packaging
APIs & data	GraphQL (federation, Apollo, schema tooling), REST
Platform & delivery	CI/CD (Jenkins), AWS S3, code signing & notarization, auto-update distribution, npm monorepos
Practice	Developer experience and paved-path design, large-file transfer systems, AI-assisted development, technical interviewing, mentoring

EDUCATION

M.S., Computer Science (Software Engineering)
University of Missouri–Kansas City

B.Tech., Electronics & Computer Engineering
Nagarjuna University

RECOGNITION

Yellow Pages Developer Award · TechCrunch Disrupt SF Hackathon, Sponsor Prize · Toyota Connected Vehicle Hackathon, Winner