

Navaneeth M

Senior Software Engineer — OTT, CTV & Video Platforms

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SUMMARY

Senior Software Engineer with **7 years** of experience building consumer OTT, CTV, Smart TV, and web video applications across connected-device platforms. Specialized in **React, TypeScript, JavaScript, LightningJS, streaming playback, Smart TV SDKs, HLS/MPEG-DASH, MSE, DRM workflows, and player integrations**. Proven impact improving lower-end TV app startup time from **19 seconds to 6 seconds** and reducing SDK size from **5 MB to 300 KB uncompressed**, while strengthening playback reliability, telemetry, production debugging, and developer velocity.

EXPERIENCE

Senior Software Engineer **Vizbee Inc.** **Aug 2025 - Present**

OTT, CTV and Multiscreen Video Platforms

- Architect, scope, and deliver multiscreen OTT video experiences for connected devices and Smart TVs, translating product requirements into performant client and platform implementations
- Improved lower-end TV app startup performance from **19 seconds to 6 seconds** through profiling, boot-sequence optimization, payload reduction, and device-focused rendering improvements
- Reduced SDK size from **5 MB to 300 KB uncompressed** by optimizing build output, eliminating unnecessary payload, and tightening platform-specific delivery
- Design and maintain Smart TV SDKs for **Samsung Tizen, LG webOS, Vizio SmartCast, and Xbox**, emphasizing performance, reliability, platform constraints, and long-term maintainability
- Build Cordova plugins that support Android and Fire TV application workflows, bridging client capabilities with platform-specific integrations
- Create internal Claude, Codex, and Cursor agent workflows and skills to accelerate prototyping, integrations, and engineering delivery
- Partner with product managers, designers, and engineering teams on technical design, debugging, code reviews, release readiness, and production support for scalable OTT experiences

Senior Software Engineer **Ovyo** **Jul 2023 - Jul 2025**

TOD | Deltatre

- Delivered responsive web video features using **React, TypeScript, HTML/CSS, and SCSS** for customer-facing streaming experiences
- Optimized **Shaka Player** HLS/DASH playback flows with stronger resilience, error handling, and viewer-facing failure recovery
- Collaborated with product managers, UX designers, QA, and engineering teams to scope, estimate, test, and ship production-ready user experiences
- Strengthened release quality through debugging, code reviews, testing practices, maintenance, and production support

OneD | Brightcove

- Delivered a new login-flow integration and production release updates for a responsive customer-facing web application
- Built modular front-end components that improved component-based UI structure and long-term maintainability
- Instrumented product analytics with **Google Analytics** to improve visibility into user behavior and application flows
- Partnered with product managers and designers to refine requirements, estimate delivery, and ship maintainable UI solutions

Software Engineer **Diagnal** **Jul 2019 - Jun 2023**

Optus Sport

- Delivered and evolved OTT video applications across **Samsung Tizen, LG webOS, Sony PS4, Xbox, and Android TV**, addressing device-specific UI, performance, and playback constraints
- Led development and release readiness for the **Sony PS4** application, improving performance, reliability, testing discipline, and deployment confidence
- Integrated and optimized **Shaka Player, JW Player, Bitmovin Player, and native players** for HLS/DASH streaming and DRM-enabled workflows

- Instrumented observability and production diagnostics with **Mux, Conviva, Segment, Datadog, Bugsnag, Loggly, and TrackJS** to improve incident triage and playback visibility
- Debugged and stabilized live production events through stream validation, device testing, maintenance, and performance optimization

DTAL

- Prototyped playback experiences with **Bitmovin Player** and **JW Player** to validate device compatibility and player behavior
- Performed stream compatibility testing across devices and delivered bug fixes for Roku playback workflows

Optus Sport V2

- Modernized portions of a legacy JavaScript application toward a more maintainable **React** and **TypeScript** architecture

Optus Video Content Management Service (VCMS)

- Delivered **Bitmovin Player** integration for DASH/HLS streams and DRM workflows including **PlayReady, Widevine, and FairPlay**

OPEN SOURCE PROJECT

MSE Nav Player

npmjs.com/package/mse-nav-player

- Built an open-source browser-based **MPEG-DASH** player in **TypeScript** using **Media Source Extensions (MSE)**, demonstrating low-level playback, buffering, and manifest-handling expertise
- Implemented MPD parsing, segment fetching and caching, live and on-demand playback flows, and adaptive bitrate switching
- Added subtitle and caption support, live manifest refresh, ad playback handling, and automated tests with **Vitest**
- Bundled with **Rollup** for browser consumption, with focus on playback reliability, maintainability, and developer usability

EDUCATION

BTech, Computer Science and Engineering, College of Engineering Trivandrum, GPA: 7.3/10

Jul 2019

TECHNICAL SKILLS

Core:	TypeScript, JavaScript, React, LightningJS, HTML5, CSS3, SCSS, Python, Java, C++, C
Frontend:	Smart TV applications, responsive web applications, SPA architecture, component-based architecture, routing, async data flows, DOM interaction, maintainable UI design
Streaming:	HLS, MPEG-DASH, Media Source Extensions (MSE), Shaka Player, Bitmovin Player, JW Player, native players, Widevine, PlayReady, FairPlay, DRM workflows
Platforms:	Web, Samsung Tizen, LG webOS, Vizio SmartCast, Roku, Fire TV, Android TV, Xbox, Sony PS4
Observability:	Mux, Conviva, Datadog, Bugsnag, Segment, Loggly, TrackJS, Google Analytics, telemetry, monitoring
Build/Test:	Webpack, Rollup, Babel, Jest, Vitest, Enzyme, CI/CD, Git, code reviews, debugging, production support
Backend/Cloud:	Node.js, Express, AWS Lambda, API Gateway, S3, DynamoDB, REST APIs, NoSQL
Engineering:	Performance optimization, playback reliability, production debugging, device profiling, operational excellence, scalability, security-minded engineering
AI Workflow:	Claude, Codex, Cursor, agent workflows, skill development, developer productivity

AWARDS

- Best Individual Contributor Award – Diagonal
- Google India Challenge Scholarship – Android Developer
- Machine Learning Basics Nanodegree – Udacity