

ALAQMAR GANDHI

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EXPERIENCE

Software Developer - Co-op

Sep. 2024 – Dec. 2024

Boltable Studio

Abu Dhabi, United Arab Emirates (On-site)

- Developed an **ASP .NET** API to process 2M+ monthly ad impression reports, empowering the billings' dashboard.
- Managed historical game analytic data using **MongoDB** and **JavaScript** for 449M+ game visitors.
- Containerized a full-stack **MERN** website using **Docker**, resulting in a 40% reduction in build time.
- Implemented CI/CD pipelines using **GitHub Actions** and integrated **Portainer** to reduce deployment times by 50%.
- Contributed to the development of boltablestudio.com using **React** and **Next.js**, serving 1k+ monthly visitors.

Software Developer - Full-time

May 2024 - Aug. 2024

- Developed 3+ brand experiences using Roblox Studio and **Roblox Luau**, generating 120k+ USD in revenue.
- Implemented version control workflows for Roblox experiences using **Knit**, **Argon** and **Git**, used in 12+ experiences.
- Developed CI/CD pipelines for Roblox experiences utilizing **GitHub Actions** using the Roblox Open Cloud API, being adopted as standard infrastructure for all new experiences.

Lua Programmer

Sep. 2023 – Feb. 2024

LandVault

Canada (Remote)

- Developed and implemented algorithms for **procedurally generated** mini-games in Roblox **Luau**.
- Developed **custom physics mechanics** to work with the Roblox game engine, reducing client compute load by 20%.
- Managed player data within the experience utilizing **ProfileService**, capable of handling 7M+ players.

EXTRACURRICULARS

Brock Computer Science Club | *Angular (TypeScript, HTML, SCSS), Firestore, GitHub Pages*

Jun. 2020 – Present

- Developed a merchandise store for a static website utilizing **Stripe sessions API**, fulfilling 20+ orders.
- Contributed to the development of a static website written in **Angular**, serving 500+ CS students.
- Utilized **FireStore** to save and access administrative configuration and event information data for 100+ events.

ByteNet | *Lua, Networking*

Jan. 2025 – Present

- Contributed to the development of **ByteNet**, an open source blazing fast Roblox networking library written in **Luau**.
- Developed a **buffered networking** library for Roblox Luau, reducing packet processing time by 75%.
- Contributed to data **serialization** over Roblox remotes to help reduce average packet size by 79%.

International Collegiate Programming Contest | *Python, C++*

Oct. 2024

- Competed against 159 teams in the ICPC NA East Central region, placed **top 4** universities on the Windsor site.
- Collaborated in a team of 3 and **solved 8 of 12** competitive programming problems.
- Utilized **C++** to write time efficient solutions for limited runtime problems.

EDUCATION

Brock University

St. Catharines, ON

Bachelor of Science in Computer Science - Co-op (Honors)

Sep. 2023 – Dec. 2027

- Programming for Big Data (NumPy, pandas)
- Data Structures and Algorithms

TECHNICAL SKILLS

Languages: Java, Python, JavaScript/TypeScript, C, C++, C#, HTML/CSS, Lua

Frameworks: React, Node.js, Next.js, Angular, Knit, ASP .NET, Express.js

Developer Tools: Git, Docker, Portainer, Harbor, Rojo/Argon, MongoDB, VSCode, PyCharm, IntelliJ

Libraries: pandas, NumPy, ProfileService, ByteNet