ALAQMAR GANDHI

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EXPERIENCE

Game Developer   Mar. 2025 – Present
Shiloh & Bros   *Tennessee, US (Remote)*
- Developed packages for internal **Wally** registry, reducing development time by 30%, by leveraging reusibility.
- Contributed to the development of M.O.M. HQ written in **Luau**, reaching 20k+ visits in early open beta.
- Implemented CI/CD pipelines for packages, utilitzed for 10+ packages, fully automating package publishing

Software Developer   May 2024 – Dec. 2024
Boltable Studio   *Abu Dhabi, UAE (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.
- Developed 3+ brand experiences using Roblox Studio and **Roblox Luau**, generating 120k+ USD in revenue.

Lua Programmer   Sep. 2023 – Feb. 2024
LandVault   *London, UK (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*   Oct. 2023 – 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.

International Collegiate Programming Contest | *Python, C++*   Oct. 2023
- 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.

ByteNet | *Luau, Networking*   Jan. 2025
- 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%.

EDUCATION

Brock University   Sep. 2023 – Dec. 2027
Bachelor of Science in Computer Science - Co-op (Honors) — GPA: 3.9   *Ontario, Canada*
- 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, Wally, Moonwave
Libraries: pandas, NumPy, ProfileService, ByteNet