Gurpreet Multani

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Education

University of Waterloo – *Systems Design Engineering (Bachelor of Applied Science)*	**2021- 2026**
Courses: Data Structures & Algorithms *(C++, Java)*, Digital Computation *(C++, Python, Linux)*, Digital Systems *(C)*	Cumulative GPA: 90% (3.9/4.0) Dean's Honours List

Technical Skills

Languages	Golang, Java, C/C++, JavaScript/Typescript (Node.js), Python, C#, HTML5, CSS3
Frameworks	React.js, gRPC (Protocol Buffers), WebSockets, Express, Redux, GraphQL, Electron.js, Qt, Django
Databases	PostgreSQL, MongoDB, SQLite, Database Design, Relational/NoSQL DBMS
Infra/Tools	Docker, Kubernetes, Google Cloud Platform, Linux, Proxmox VE, Swagger, Postman, Git, Gitlab CI/CD, Jira (Agile), Unity

Experience

League Inc. – Backend Engineer Intern – *Rewards Team*   Sep 2022 – Present

- Developing **microservices** and **APIs** for the rewards team used by **100k+** clients, using **Golang, MongoDB, Google Pub/Sub, NATS, Google Cloud Platform**, **gRPC** and **Protocol Buffers** for communication between services, and **Prometheus** and **Grafana** for metrics

Waterloop – Firmware Engineer – *Dashboard Applications Developer*   Sep 2022 – Present

Enzuzo Inc. – Software Engineer Intern – *Product Team*   Jan 2022 – Apr 2022

- Shipped new languages translations feature to **800K+ merchants** on Shopify Stores to allow support for **23+ languages**
- Reduced high priority software issues in production env. by implementing **unit/integration tests** increasing uptime of Datadog tests by **23%**
- Refactored entire production application consisting of **2 repositories** to remove duplication of code and transition to a monorepo structure **reducing development time by 50%**
- Transitioned application to use **redux** for state management, improving performance of app **by 200%** by reducing number of API calls
- Designed database & **GraphQL** schemas based on new feature requirements for **PostgreSQL** database by applying normalization principles
- Updated **Swagger** API documentation and developed **backend microservices** using **Go,** and **Node.js** based on new client API requirements
- Generated **10%** more revenue and increased Shopify App installs by 20% by leading the development of interfaces using **React** and **Typescript**

WATonomous – Infrastructure Engineer   Jan 2022 – Apr 2022

- Performed on-call duties to **resolve issues with VM's** going down to ensure consistent development uptime for team members
- Led design of web app for VM status reporting, resulting in **30% faster resolve time** when troubleshooting issues with the infrastructure
- Provisioned VM's on **Proxmox VE** by setting up networking, assigning hardware resources, and integrating with existing infrastructure
- Created **documentation** for new changes being implemented to the current infrastructure setup at WATonomous using **HackMD** and **GitHub**

Projects

Yelpcamp - *MongoDB, Express, Node.js, RESTful architecture, Cloudinary*   WEBSITE | GITHUB
  Dynamic web app for a fictional start up that allows users to add, rate, and review campgrounds.

Dungeon Shooter - *C#, Unity Game Engine, ShaderLab, Game design, GIMP*   GITHUB
  2D dungeon shooter game built using unity game engine. Game consists of multiple levels and beautiful graphics.

Where Am I? - *Python, Django, SQLite, Mapbox, Google Geolocation API, Wikipedia API*   WEBSITE | GITHUB
  Web app to spread awareness about indigenous territories.

Gotours – *MongoDB, Express, Node.js, Mongoose, API design, Postman*   WEBSITE | GITHUB | API
  Full stack dynamic tour-booking site to view, book, add, and review tours.