

SHUBHAM MALHOTRA

+1(647) 833-6592

[Personal Website](#) ◊ [Linkedin](#) ◊ [Github](#)

EXPERIENCE

Cloud Engineer

Royal Bank of Canada

Apr 2024 - Dec 2024

Toronto, ON

- Developed and deployed resilient **Kubernetes operators** and **webhooks** in **Golang**, streamlining cloud resource automation and reducing manual intervention for over 50+ applications.
- Designed and built a **forecasting app** using **Next.js** and **Airflow** to predict core and license requirements, leading to a **15%** reduction in licensing costs.
- Enhanced infrastructure security by performing regular vulnerability checks and upgrading over 100 **container images**, increasing compliance standards by **20%** and helped certifying base images for internal RBC use.
- Spearheaded the **deployment and maintenance** of applications on a private cloud, working with internal clients to onboard teams and ensure seamless operations, boosting uptime by **30%**.
- Collaborated closely with application teams to facilitate onboarding onto the private cloud and supported incident response with **PagerDuty**, ensuring high availability and resilience across the infrastructure.

Software Engineer

KoolHaus Games Inc

Apr 2022 - Dec 2022

Vancouver, BC

- Played a key role in developing Temple Run for Apple Arcade in **Unity**, a game with over 5 million downloads and a stellar **4.5-star rating**.
- Utilized Unity and **C#** while also creating essential plugins in **Objective-C**.
- Focused on enhancing gameplay by incorporating controller input, resulting in a **20% increase** in player engagement.
- Innovatively implemented **lane-based movement for various platforms, including Apple TV, Mac, and controller input support**.
- Elevated the gaming experience by **upgrading assets** in the production pipeline to support stunning **4k resolution** for Apple products.

Teaching Assistant

University of Windsor

Jan 2023 - Present

Windsor, ON

- Experienced in teaching students data structures and **algorithms, such as trees, linked lists, sorting algorithms, and graph algorithms**.
- Developed course materials and study guides in **Java** to help students understand the topics in-depth.

SKILLS

- Programming Languages: **C#, C++, Java, JavaScript, Python, TypeScript, Golang**
- Tools and Frameworks: **Spring Boot, Maven, React, Next.js, Git, Perforce, P4Merge**
- Cloud & DevOps: **Kubernetes, Docker, OpenShift, AWS, GitHub Actions, Jenkins, CI/CD Pipelines, Terraform**
- Databases: **SQL, MongoDB**

EDUCATION

Bachelor of Science Honours Computer Science with Software Engineering Specialization Co-op,
University of Windsor

PROJECTS

PHOTOZ CLONE.

[Github](#)

- Implemented a Spring Boot application with RESTful APIs for photo management, including endpoints for uploading, downloading, and displaying photos.
- Utilized Maven for project management and build automation, ensuring consistent builds and streamlined application deployment

Adopt ME!.

[Github](#)

- Developed a user-centric web application in React for facilitating pet adoption, integrating **RESTful APIs** to fetch real-time data on pets available for adoption within specified regions.
- Implemented advanced search functionality with filters for breed, size, and location to streamline the user experience, leading to a more intuitive and efficient pet selection process.

F1 Stats Analyzer.

[Github](#)

- A **web scraper** built using **JavaScript and Cheerio** that scrapes the web for F1 Driver Stats and returns the data in a nice **JSON object**.
- Worked on enhancing user interaction and continually improving the model's features based on real-world data.