

Rohan Poojary

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EXPERIENCE

Intermediate Backend Engineer

Jan 2024 – Present

[Wattpad](#) | Toronto, ON | Full-time

- Architected and scaled backend systems and APIs powering **90M+** monthly users, using **Go**, **AWS**, **Kubernetes**, and **OpenAPI**, improving reliability and development velocity.
- Led development of [Polls](#), an interactive feature that increased overall user engagement by **15%** across the platform.
- Redesigned [Reading Lists](#), driving a **180%** increase in users adding stories and boosting retention.
- Mentored **3+** new engineers, accelerating onboarding time and increasing team delivery capacity through code reviews, design guidance, and technical knowledge sharing.
- Served as a core **on-call** engineer, helping maintain uptime and reducing incident response times through rapid triage, debugging, and cross-team coordination.

Associate Backend Engineer

May 2023 – Jan 2024

[Wattpad](#) | Toronto, ON | Full-time

- Built a new authorization system using Open Policy Agent, creating **20+** policies to migrate logic out of the monolith.
- Increased backend test coverage by **40%** by writing comprehensive API tests, enabling a smooth upgrade to PHP 8.
- Improved app stability by fixing high-impact bugs, resolving **500+** user-reported issues.
- Led backend development for launching [Wattpad Originals](#), collaborating with cross-functional teams to deliver a smooth user experience.

Associate Web Engineer

May 2021 – Aug 2022

[Wattpad](#) | Toronto, ON

- Migrated the Search experience from Backbone.js to **React**, driving an **11%** increase in user engagement within two weeks of launch.
- Built submission forms and contest banners for the 2022 Wattys, reducing API calls by **67%** and supporting **30K+** submissions with zero major launch issues.
- Developed core components for Wattpad's design system using **React**, **TypeScript**, **Storybook**, and **Webpack**, enabling 15+ engineers to ship consistent UI.
- Implemented WCAG **accessibility** improvements, reducing accessibility issues by **20%+** across the web app.

Web Developer

Sept 2020 – Feb 2021

[ICUBE UTM](#) | Mississauga, ON

- Built five responsive websites using HTML, CSS, **JavaScript**, and **MySQL**, improving performance and mobile usability.
- Developed a custom WordPress plugin in PHP that automated manual workflows, saving clients **30+ hours/month**.
- Worked in an **Agile** environment, contributing to sprint planning, code reviews, and iterative feature delivery.

Quality Engineer Intern

May 2020 – Aug 2020

[Royal Bank of Canada \(RBC\)](#) | Toronto, ON

- Automated UI testing for the Client Cards team using **Python** and **Selenium**, authoring **350+ test cases**.
- Increased automated test coverage by **48%** by developing reliable, maintainable test suites.
- Collaborated with QA engineers to build clear and sustainable testing workflows, improving overall release quality.

EDUCATION

University of Toronto | Honours Bachelor of Science in **Computer Science**

Sept 2018 - Apr 2023

GPA: 3.87/4.0 | **Awards:** Dean's List Scholar | **Honour Roll** 2019-2020, 2020-2021

TECHNICAL SKILLS

- **Programming Languages:** Golang, JavaScript, TypeScript, PHP, Python, SQL
- **Backend:** Microservices, REST, OpenAPI, Distributed Systems, Git
- **Cloud & Infra:** AWS, Kubernetes, Docker, Terraform, CI/CD, Datadog, Caching (Redis), Message queues (SQS)

Teaching Assistant

Jan 2022 – Apr 2022

[University of Toronto](#) | Mississauga, ON

- Worked as an Undergraduate Teaching Assistant for the course CSC309: Programming on the web.
- Delivered weekly tutorials to teach **JavaScript**, **React**, and **Django** fundamentals to a class of **10-15** students.
- Offered prompt feedback and mentoring to over **50** students.

PROJECTS

Video Editor on the web

Jan 2020 – Apr 2020

- Built a web application for editing videos right from your web browser using **React** and **Typescript**.
- Developed a rich user experience that enables users to crop, scale, trim, move, split, and animate videos with ease.
- Implemented a **RESTful** backend using **Node.js**, **Express** and **MongoDB** to handle requests from the client-side application.

2-D MMOG game

Jan 2020 – Apr 2020

- Developed a Massively Multiplayer Online Game (MMOG) game using **React**, allowing multiple players to play the game against each other, fire ammunition, pick up and use items, and move around using a keyboard.
- Built a **RESTful** backend using **Node.js**, **WebSockets**, **Express**, and **PostgreSQL** to handle API requests, store game data, and run the game's model.

[Arezue: Anonymous hiring mobile app](#)

Jan 2020 – Apr 2020

- Built an **anonymous job hiring app** aimed to reduce discrimination in the job hiring process with a team of four students.
- Developed using **Flutter SDK - Dart** - enabling cross platform development from a single codebase.
- Leveraged **Firebase** Authentication for enabling a secure Sign-In and Registration.
- Utilized **HTTP** requests and **REST API** for seamless communication.
- Placed **Top 20** globally in the [Google Solution Challenge.0](#)

[SpreadSheet Software](#)

Oct 2020 – Nov 2020

- Created the backend of a spreadsheet-like software following **functional programming** paradigm.
- Developed an Interpreter using Haskell to evaluate the spreadsheet.
- Built a static type inferencer and checker for the spreadsheet language in Racket using miniKanren and constraint logic programming.

[Othello Board Game](#)

Oct 2019 - Nov 2019

- Developed Othello, a two-player game using **Java**, **JavaFX** and **CSS**.
- Architected the app using **object-oriented design** principles and by utilizing **Design Patterns** such as **MVC** and **Observer/ Observable**.

- Followed **Scrum - Agile** Software Development Life Cycle (**SDLC**).

EXTRACURRICULAR

Second Year Associate

Sept 2019 – Apr 2020

Google Student Developer Club | Mississauga, ON

- Building a developer community by promoting technologies like The Cloud. Facilitating study jams, code labs, peer to peer workshops and organising tech talks.

Vigilant: Public Warning Mobile App

Jan 2020 - Jan 2020

- Developed an **Android app** to help the police deliver quick and targeted warnings for public emergencies.
- The app uses Radar.io's Geofencing API, Google maps API to gather location data, and sends this data to Firebase.
- Created a cloud function in JavaScript to interpret the event trigger, sending a push notification back to the app
- Project submitted at **StarterHacks**.

Mar 2020 - Apr 2020 • Used connection-oriented **TCP** Protocol to establish **sockets** for communication.

- Developed a chat client and server using **C programming**.
- The server had the ability to handle multiple connected clients while the clients had the ability to send text messages and share emotes
- • Used **gdb** and **strace** for code debugging

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- Developed an Interpreter using Haskell to evaluate the spreadsheet.
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Chat Server and Client

Mar 2020 - Apr 2020

- Developed a chat client and server using **C programming**.
- The server had the ability to handle multiple connected clients while the clients had the ability to send text messages and share emotes
- Used **gdb** and **strace** for code debugging