

# VIRAJ MURAB

587-937-2653 | [murab@ualberta.ca](mailto:murab@ualberta.ca) | [LinkedIn](#) | [GitHub](#) | [LeetCode](#) | [Website](#)

## EDUCATION

### University of Alberta

Sept. 2021 – May 2025

*B.Sc. in Computer Science*

*Edmonton, AB*

- Relevant Coursework: Operating Systems, Distributed Systems, Machine Learning, Reinforcement Learning

## SUMMARY

Incoming Full Stack Developer at Air Canada, Former Full Stack Intern at Questrade (Canada's largest brokerage), Google DSC Tech Lead at the University of Alberta, Top 10% coder at Shipd (3,000+ applicants), and solved 750+ LeetCode problems (Contest Rating: 1600) — [LeetCode Profile](#).

## EXPERIENCE

### Full-Stack Web Developer Intern

May 2023 – Aug. 2023

*Questrade (Fintech)*

*Toronto, ON*

- Enhanced policy flows using Angular, Node.js, and NoSQL, increasing engagement by 30%.
- Developed C# microservices for insurance sync, deployed via AWS ECS, improving reliability.
- Refactored CI/CD pipelines (Jenkins, CircleCI), reducing build times by 30%.
- Collaborated with cross-functional teams in Agile sprints to deliver features ahead of deadline.
- Architected scalable components to ensure system uptime across 10k+ clients.

### Machine Learning Engineer – [Published Paper](#)

Jan. 2025 – Present

*University of Alberta — CS Research*

*Edmonton, AB*

- Implemented RTRL-based eLSTM and RTU models for real-time learning under partial observability.
- Achieved 30% improvement in rewards by integrating Actor-Critic methods in POMDPs like T-maze.
- Applied streaming and batch RL architectures using DQN, Stream-Q, and advanced performance analytics.
- Developed reusable prototypes to benchmark performance across distributed agents.

### Product Owner & Backend Developer – SocialDistribution

Sept. 2024 – Jan. 2024

*University of Alberta — Course Project (CMPUT404)*

*Remote*

- Led development of real-time API-based interactions between decentralized nodes using Flask and Node.js.
- Integrated privacy settings and authentication into API endpoints, enabling public, private, and friends-only access control.
- Collaborated with a 6-person team in weekly stand-ups and code reviews, following Agile methodology.
- Investigated and resolved backend integration issues using logs and custom debug tooling.

## PROJECTS

### [Poeltl Solver Extension](#) | JavaScript, Flask

2025

- Browser extension to solve NBA guessing game **Poeltl** using DOM scraping + game heuristics.
- Flask backend filters 450+ player records with feedback loop and re-ranking logic.

### Decoder Dash (Java, Firebase)

2023

- Built mobile QR scavenger game; synced player states using Firebase Realtime DB.
- Designed real-time leaderboard and QR scanning logic using Android SDK.

## TECHNICAL SKILLS

**Languages:** Go, Java, C++, Python, TypeScript, JavaScript, SQL

**Distributed Systems:** gRPC, Kafka, Redis Streams, leader election, SLOs, consistency models

**Infra:** AWS (Lambda, ECS, EC2), Docker, Kubernetes, Terraform, TorchServe, Envoy

**ML:** PyTorch, TensorFlow, RTRL, actor-critic, scikit-learn

**Other:** React, Angular, Node.js, Flask, CircleCI, Jenkins, Postman