

Anish Aggarwal

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🇺🇸 U.S. Citizen - No Work Permit Required

Work Experience

BitGo

Palo Alto, CA

FRONT-END WEB3 DEVELOPER, REACT (NEXT.JS), PYTHON, MOCK SERVICE WORKER, CYPRESS, PLAYBOOK, STORYBOOK, TAILWIND CSS

Jan. 2023 - Apr. 2023


- Part of the Core Development Squad of the new application initiative BitGo 23 to move the application into Next.js
- Designed and created an entirely new automatic testing utility using Mock Service Worker (MSW) that would capture and populate all requests given from a HAR file via a single bash script
- Utility increased code coverage testing from 20% to 80% drastically decreasing the number of code red bugs from an average of 5 per day to 1 per day

Surfboard

Foster City, CA (Remote)

FULL-STACK DEVELOPER, REACT, AMAZON WEB SERVICES (AWS), STRIPE, MATERIALUI (UI FRAMEWORK)

May 2022 - Aug. 2022


- Designed and created the external-facing website <https://surfboard.team>  protected by user authentication and authorization
- Used **AWS Cloud Development Kit (DynamoDB, Lambda, and Cognito)** for the back-end
- Created pricing integration with **Stripe** to give the application a payment flow
- Participated in the marketing and public launch of the product

Spatial Systems

New York, NY

AR/VR SOFTWARE ENGINEER, UNITY, AMAZON WEB SERVICES (AWS), REACT

Sept. 2021 - Dec. 2021

- Worked on a cross-platform multifaceted virtual space with **41,000+** monthly active users
- Used **Unity** and **Amazon AWS Data Buckets** to develop core new features including a **one-click NFT auto gallery**
- Won the Spatial Annual Hackathon by creating an [Animation Timeline Editor](#)  tool which uses the **State-Action-Model (SAM)** OOD model

UWaterloo Blueprint

Waterloo, ON

TECHNICAL LEAD - INTERNAL TOOLS, REACT (NEXT.JS), TYPESCRIPT, GRAPHQL, POSTGRESQL, HEROKU

Jan. 2023 - May 2023

- Developing a web application to help increase ease of use in the Blueprint recruitment process.
- Developing and iterating on the starting code repository used for all other teams to start their projects on

Projects

VRIoT - WINNER

RealityHack 2023 @ MIT

UNITY, RUST, MICROPYTHON, SURREALDB, OCULUS QUEST 2

Jan. 2023

- Developed a system that allows users to control physical smart home devices by interactions done on a VR model of the home
- Won both the Hardware Track Prize for **Interfacing with the World** and the theme prize for **Living Sustainably**

InDaBin - 1st OVERALL

Ignition Hacks 2022

FLUTTER, GO, POSTGRESQL, RUST, RASPBERRY PI, OPENCV, BLUETOOTH

Aug. 2022

- Developed a multi-platform garbage sorting system
- Used **Google Vision** connected to an external camera for image processing and object recognition to sort waste into the correct bin
- Used **Flutter** to create an Android, Apple, and Web compatible app for statistics, so users can see their positive impact on the environment
- Awarded **\$2,849** in prizes

FitForm - 1st OVERALL

PeddieHacks 2022

SWIFT, PYTHON, FLASK, SQLITE

Aug. 2022

- Developed an **iOS** voice-based virtual assistant that allows the user to get feedback on the in-house exercise they do. (i.e. push-ups, sit-ups, dumbbell curls) The feedback comes in the form of counting repetitions and correcting forms
- Used **SQL database** to keep track of the users statistics over time to give them detailed graphs of their progression
- Awarded **\$3,000** in prizes

Honors & Awards

2020 **Schulich Leader Scholarship (\$80,000)**, 1 of 10 students chosen from **300,000+** applicants across Canada

UWaterloo

2020 **René DesCartes Scholarship (\$25,000)**, Highest-value math scholarship awarded to **less than 10** students

UWaterloo

2020 **Governor General's Award - Bronze Medal**, Ranked 1st academically in a class of **500+** students

Vincent Massey S.S.

Education

B.S. in Computer Science with Digital Hardware Specialization (Third Year)

Waterloo, ON

UNIVERSITY OF WATERLOO

Sept. 2020 - May 2025

- **GPA: 4.0 (94.81%)**