

Ali Shariatmadari

[alish2001](#) | [647-898-8532](#) | [alish.se](#) | a3sharia@uwaterloo.ca | [alish2001](#)

Experience

- Robinhood** – Software Engineer Toronto, ON | May 2025 – Present
• Responsible for retail trading, staking, and intra-venue settlements of cryptocurrencies
• Developing internationally compliant trading systems providing 24/7 liquidity to **26M+** traders with **Golang & Python**
- Bitgo** – Software Engineering Intern Palo Alto, CA | May 2024 – Sept 2024
• Implemented instant ACH deposit/withdrawals for retail customers in a purely functional code-base with **fp-ts**
• Built notification system for off-exchange asset settlements between partners using **TypeScript** and **fp-ts**
- PostGrid** – Software Engineering Intern Toronto, ON | Jan 2024 – Apr 2024
• Created a tailored tracking feature for physical mail to increase customer conversions for clients using **React** and **TypeScript**
• Sped up build and test time in CI by **2x** by implementing incremental caching strategies using **Github Actions** and **Docker**
- Bloq** – Software Engineering Intern Chicago, IL | Sep 2022 – Dec 2022
• Developed and deployed containerized infrastructure using **Kubernetes**, **Docker** and **Node** for cryptocurrency staking on **AWS**
• Implemented **4+ JRPC** and **IPC** proxy services for authorized execution and monitoring using **Docker-Compose** and **Express.js**
- Capsule** – Software Engineering Intern New York, NY | Sep 2022 – Dec 2022
• Spearheaded the development and release of a web3 application using **TypeScript**, **Solidity**, and **Hardhat** deployed on **IPFS**
• Built **20+** responsive **React** components, setup CI/CD pipelines, using **GitHub Actions** and **Husky**
- Bloq** – Software Engineering Intern Chicago, IL | Jan 2022 – Apr 2022
• Developed real-time profiling and automated backup tooling for microservices using **Node.js**, **Docker**, and **AWS**, expanding profiler coverage by **30%**, and increasing the efficiency of system-wide backup generation by an average of **200%**
• Redesigned the API architecture to support asynchronous request processing and dynamic service routing using an **NGINX** ingress controller on a **Kubernetes** cluster, enabling rolling updates and improving scalability
- TD Bank** – Software Engineering Intern Toronto, ON | May 2021 – Aug 2021
• Led the development of a banking dashboard prototype with a focus on user customization and predictive content using **React**
• Built an ingestion pipeline for sanitation and predictive analysis of financial data, and visualized future predictions using **Chart.js**

Education

- University of Waterloo** – Bachelor of Software Engineering (BSE) Sep 2019 – April 2025
• Courses: Machine Learning, Distributed Systems, Concurrency, Compilers, Graphics, Operating Systems, Algorithms

Projects

- Counter-Strike** ↗ – 3D Game Engine **C++, OpenGL**
• Built a real-time FPS in C++/OpenGL with dynamic lighting, physics, bullet impacts, texture mapping, models, and animations
- SVG-gen** ↗ – Graphics with LLMs | **Cohere RAG Hackathon Winner** **Python, Cohere**
• Generate scalable vector graphics using Retrieval-Augmented Generation (RAG) alongside Cohere's Large Language Models
- DiVA** ↗ – Decentralized Voting | **Hack the North 2021 Winner** **Solidity, web3.py, Flask**
• Decentralized, anonymous, and fraud-resistant election platform powered by **Ethereum** Smart Contracts
• Won out of **1,700+** participants, received a developer grant from 1517Fund
- CtrlAirSpace** ↗ – Air Mouse | **Hack the North 2020 Winner** **Python, Mediapipe, OpenCV**
• A gesture-based HCI enabling hands-free mouse and keyboard control using video-based multi-finger tracking and voice input
• Won out of **2,200+** participants
- Vortex** ↗ – Game Engine **Java**
• A modular 2D game engine with adherence to OOP principles, display buffering, collision detection, and sprite map parsing
• Utilized the engine to build a two-player 2D shooter game based on the Portal series with support for user-created levels

Skills

- Languages** Golang, Python, Rust, TypeScript/JavaScript, C/C++, Java, Kotlin, Racket, Solidity, ARM & MIPS Assembly, SQL
- Frontend** React, React Native, Tailwind, HTML/CSS, Swing, JavaFX, Figma, Photoshop, Illustrator
- Backend** Node, fp-ts, Docker, Kubernetes, AWS, Hardhat, MongoDB, PostgreSQL, MySQL, Flask, FastAPI, Django