# Ali Shariatmadari

# Education

**University of Waterloo** – Honour's Bachelor of Software Engineering (BSE)

**GPA 3.7 | 3A Term |** 2019 – 2025

• Courses: Data Structures & Algorithms, OOP with C++, Compilers, Databases with SQL, Statistics, Linear Algebra

## Skills

Languages Python, C++, TypeScript, JavaScript, HTML/CSS, Java, C, Assembly, SQL, Solidity

Tools/Frameworks Kubernetes, Docker, React, Node.js, MongoDB, AWS, Web3.js, Hardhat, Flask, Selenium, Bash

# Experience\_

## **CapsuleNFT** – Software Engineering

New York, NY | Sep 2022 - Present

- Creating fullstack web3 protocol for creating composable NFTs using Solidity, Hardhat, Ethers.js, React and Material-UI
- Upgraded smart contract integration tests to use live data and Hardhat test fixtures to speed up test execution by 200%
- Developed a UI feature using React and Ethers.js to allow users to send and receive CapsuleNFTs

#### **Bloq** – Software Engineering

Chicago, IL | Sep 2022 – Present

• Developing infrastructure for cryptocurrency staking and managed blockchains using Kubernetes, Docker, and Node.js

#### **Bloq** – Software Engineering

**Chicago, IL |** Jan 2022 – May 2022

- Developed monitoring and backup tooling for managed blockchain services using Node.js, Docker, and AWS, expanding the
  test coverage of live nodes by 29% and speeding up node backup generation by an average of 200%
- Migrated monitoring dashboard and MongoDB database from Docker-Compose to Kubernetes with persistent storage
- Deployed an NGINX ingress controller on Kubernetes for dynamic API service routing to allow for zero-downtime deployments with rolling updates, and horizontal scaling of micro services
- Refactored a multitude of Node.js scripts as asynchronous REST API endpoints to allow for remote and parallelized execution
- Containerized, researched, and integrated Polkadot, Binance, and Cardano as managed blockchain cloud services

### **TD Bank** – Software Engineering

**Toronto, ON |** May 2021 – Sep 2021

- Spearheaded the development of a web banking dashboard using React with a focus on user-experience and predictive content
- Reverse-engineered the online banking protocol to allow for secure rapid prototyping on live data using the ChromeAPI
- Built an ingestion pipeline for data sanitation and analysis, and visualized future predictions based on the data using Chart.js
- Co-led a research project on NFT markets and presented findings to 600+ staff and executives

# **Projects**

## DiVA ☐ - Decentralized Voting | Hack the North 2021 Winner

Solidity, web3.py, Flask

- A decentralized global election system powered by Smart Contracts on the Ethereum Network
- Prevented fraud and increased security by adding human and photo ID verification using Azure's Face API with high Accuracy
- Won out of 1,700+ participants

#### CtrlAir.Space ☐ - Gesture Control | Hack the North 2020 Winner

Python, Mediapipe, OpenCV

- A gesture-based human-computer interface for touch-less control using only a webcam
- Interpolated a user's finger landmarks for smooth mouse control using Google Mediapipe
- Trained and tweaked a custom gesture recognition model using OpenCV to execute system commands based on hand gestures
- Won out of **2,200+** participants

**Vortex** □ - Game Engine

Java

- A modular 2D game engine with adherance to OOP princples, display buffering, collision detection, and spritemap parsing
- Utilized the engine to build a two-player 2D shooter game based on the Portal series with support for user-created levels

## **Lia** ☑ – Programming Language

Java, Swing, Regex

- A statically-typed interpreted language with support for storing 2 data types, loop structures, and type-checking
- Built a lexer using Regex for input tokenization and an editor environment using Swing for code execution and error handling

#### ShotSpot ☐ - Photography Map | StarterHacks 2020 Winner

Python, JavaScript, Node.js

- A dynamic map of top photography locations using scraped photo and location data from Instagram using BeautifulSoup4
- Won out of 500+ participants