Ali Shariatmadari

Skills

Languages Python, C/C++, TypeScript/JavaScript, Solidity, Kotlin, Java, ARM & MIPS Assembly, SQL, Bash **Frontend** React, Tailwind, Chakra-UI, Material-UI, Bootstrap, HTML/CSS, Photoshop, Illustrator, Figma, Swing **Backend**

Node.js, Express, Hardhat, Ethers, Docker, Kubernetes, AWS, IPFS, MySQL, MongoDB, Django, Flask, Husky

Experience.

CapsuleNFT – Software Engineering Intern

New York, NY | Sep 2022 – Dec 2022

- Spearheaded the development and release of a web3 application for decentralized memberships involving wBTC staking and on-chain proof-of-reserves, using Ethereum Smart Contracts and a ReactTS frontend deployed on IPFS
- Wrote smart contracts for memberships in Solidity with OpenZeppelin, and deployed contracts on Goerli Testnet with Hardhat
- Built a responsive website for minting, burning, and viewing of on-chain memberships using Typescript, React and Ethers.js
- Achieved 100% coverage of smart contracts through automated integration and unit testing with Hardhat, Mocha and Chai

Bloq – Associate Blockchain Engineer

Chicago, IL | Sep 2022 – Dec 2022

- Developed and deployed containerized infrastructure using Docker and Node.js for cryptocurrency staking on AWS
- Implemented JRPC and IPC proxy services for authorized execution and monitoring using Docker-Compose and Express.js
- Wrote a secure tool for real-time monitoring of services requiring multi-layer authentication in AWS Virtual Private Cloud

Bloq – Associate Blockchain Engineer

Chicago, IL | Jan 2022 – April 2022

- Developed real-time profiling and automated backup tooling for managed blockchain nodes using Node.js, Docker, and AWS, expanding profiler coverage by 29%, 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 non-disruptive updates and improved scalability
- · Integrated various blockchains into existing cloud infrastructure for use in institutional cryptocurrency staking

TD Bank – Software Engineering Intern

Toronto, ON | May 2021 – Aug 2021

- Led the development of a React-based banking dashboard with a focus on user customization and predictive content
- Built an ingestion pipeline for sanitation and predictive analysis of financial data, and visualized future predictions using Chart.js
- Co-led a 4-month research initiative on NFT markets and presented actionable insights to 600+ staff and executives

Projects_

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 <a>□ - 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 <a>□ – Game Engine

lava

- 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

Lia ☑ - Programming Language

Java, Swing, regex

- A statically-typed interpreted language with support for 2 primitive data types, math, loops, 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, BeautifulSoup4, Selenium

- A live map of popular photography locations based on trending photos on Instagram
- Won out of **500+** participants

Education

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

Sep 2019 - May 2025

• Courses: Algorithms, Data Structures, Operating Systems, Architecture & Design, OOP, Compilers, Databases, User Interfaces