





Aman Dureja

software developer

 amandureja.com
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Experience

Software Developer • Shopify | Autumn 2017 • Montreal, QC

Ruby, Ruby on Rails, Go, Bash, MySQL, Docker, Kubernetes

- Developed features for Checkout and Payment experiences, impacting **500K+** merchants
- Championed **Ruby 2.4** upgrade, reducing request latency by **60%** and operation costs by **\$1M+**
- Architected an automated **Docker** container build system for **50% faster** deploys and CI runs
- Prepared **sharded, distributed** infrastructure to handle **80K+** requests per minute
- Leveraged system **profiling** tools and **flamegraphs** to optimize **performance bottlenecks**

Agile Software Engineer • TribalScale | Winter 2017 • Toronto, ON

Amazon Alexa, AWS, Ruby on Rails, NodeJS, ReactJS, Redux, PostgreSQL

- Architected the NBA **Alexa** skill on **AWS Lambda** with **NodeJS**, attracting **1000+** downloads
- Leveraged **indexing** and **concurrency** strategies to accelerate database access time by **40%**
- Implemented a **full stack** resource allocations tool to manage **100K+** records
- Developed *liveathos.com* with **ReactJS**, leveraging **server-side rendering** and a **CDN**

Software Developer in Test • Mappedin | Summer 2016 • Kitchener, ON

ReactJS, NodeJS, MongoDB, Jenkins CI, Sahi Pro

- Implemented features for CMS and map design applications, impacting over **40M** users
- Integrated automated **error tracking** and reporting into production kiosk software
- Architected an automated **continuous integration** and deployment pipeline using **Jenkins CI**
- Automated over **200 integration tests**, reducing time taken for a full production release by **50%**

Projects

ARM CPU Emulator • OCaml, ARMv4T • amandureja.com/arm-cpu-emu

Software implementation of the **ARM7TDMI** processor - interprets the **ARMv4T** instruction set.

SockServe • C++ • amandureja.com/sock-serve

A low-level, object-oriented **HTTP** server toolkit programmed using **TCP sockets**.

Side-Scroller Game • Java • amandureja.com/side-scroller-game

A **multithreaded** obstacle-avoidance game programmed using **object-oriented design**.

GooseRun • C • amandureja.com/goose-run

An infinite side-scrolling, obstacle avoidance game for the TI **Launchpad** microcontroller.

Skills

Languages

- Ruby
- C++
- C
- Java
- JavaScript
- Python
- OCaml
- Go
- Bash
- SQL

Technologies

- Docker
- Ruby on Rails
- NodeJS
- ReactJS
- MySQL, PostgreSQL
- AWS
- CI (Jenkins, Circle)
- Git

Education

University of Waterloo

BSE - Honours Bachelor of Software Engineering

2015 - 2020

Interests

- Scalability
- Hackathons
- Music
- Cooking
- Fitness