Shah Mohd Arhum

⚲ Ghaziabad   ✉ mohd.arhum28@gmail.com   🔗 Personal Site   in Shah Mohd. Arhum   ⌗ apparentlyarhm

Education

SRM Institute of Science and Technolgy, Chennai   *Sept 2020 – May 2024*
B.Tech in Computer Science and Engeneering
- CGPA: 8.46/10.0

Skillset

Languages: Python, Java, SQL, JavaScript
Frameworks: Spring Boot, Spring Batch, Django, Next, React, Angular
Cloud: GCP, AWS
Tools: Terraform, Docker, Redis, Linux

Experience

Junior Software Engineer   *Chennai, TN*
Randomwalk.ai, on premise   *July 2024 – Present*
- Developed the Preview, Smart Knowledge Base features for chateleon portals
- Developed CRUD backend in Spring Boot for 'Gulp' with file upload via AWS S3, token-based authentication (AWS Cognito & Spring Security), and Docker deployment on EBS.
- Used Spring Reactive Web library to add asynchronous functionalities to chateleon portal
- Implemented Stripe for payments in the chateleon portal
- Added SSO and user profile features for Chateleon portals that handles account auto-merging.
- Created Python scripts for streamlined table persistence from staging to production databases.

Software Engineer Intern   *Chennai, TN*
Randomwalk.ai, on premise   *April 2024 – June 2024*
- Designed and built multiple prototypes for "Gulp"- a local drinks business based in Chennai using Material You Design and React Native & Flutter
- Developed Authentication flows and datastore in Firestore, with non-live testing APIs deployed on Compute Engine (GCP)
- Developed Notification Backend APIs for *Chateleon* ↗ portals using Spring Boot and Email alerts using Thymeleaf

Personal projects

Django/Next based whitelist tool for firewalls on Google Cloud Platform   *github* ↗
App Engine, Service Accounts, Secrets API, Django, NextJS
- Made a simple website that takes in Users public IP and adds it to the GCP Firewall, effectively granting access to a resource - a game server in this case
- Achieved using Secret Manager APIs, Service Accounts and IAM permissions combined with custom APIs made in Django, Frontend made in NextJS

Custom Game Server on GCE
Compute Engine, Cloud Storage Buckets, Cloud Functions, Linux
- Used tools like Compute Engine, CRON, TMUX to host and maintain a game server with regular Backups
- Wrote VM starter scripts using bash as well as Terraform scripts for all the infra stuff