# Ishan Ghimire

Software Engineering, University of Waterloo

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#### Skills

Languages | JavaScript, Go, Python, Ruby, C++, Solidity, C, Scala, SQL

Technologies | Node.js, Rails, React, GraphQL, Flask, Docker, Kubernetes, Redis, PostgreSQL, MongoDB, Vue

# Experience

## **Production Engineering Intern** | Shopify

Jan. 2021 - Apr. 2021

- Built and championed system design of end-to-end content scanning infrastructure servicing 30k emails/day
- Developed, released, and integrated multiple versions of internal Ruby gems handling client purposes
- Scaled synchronous scanning workload while protecting email latency of system serving millions of merchants, by architecting and implementing complex observability infrastructure spanning Kafka, Redis, and Go microservices
- Created fully comprehensive Go client library for rspamd

#### **Software Engineering Intern** | Flight Deck - Royal Canadian Air Force

May 2020 - Sept. 2020

- Transformed the central interface used by 1600+ aircrew daily to track missions, reducing data entry by 24% on 80k data points, directly resulting in 5000 hours and \$300k saved in 2 months
- Developed and shipped a Rails/React/GraphQL passport management application from the ground up, for 3100+ aircrew
- Pitched and spearheaded adoption of GraphQL due to data-driven nature of service, lowering load time significantly
- Individually introduced HMR with webpacker, and restructured Docker workflow, cutting startup time by 58%

### **Software Engineering Intern** | Tamvoes Health Inc.

Mar. 2020 - Aug. 2020

- Individually developed entire payment infrastructure for user subscriptions, utilizing webhooks and Stripe
- Built multiple end-to-end features working extensively with Node.js/Express, Pyramid, PostgreSQL, Redis, jQuery
- 1.6x'ed registration rate on landing page by redesigning UI and implementing internationalization site-wide

#### Founder | Edmonds Engineered

Jun. 2018 - Jan. 2020

- Founded the NPO edmondsengineered.com to help develop self-starting attitudes in under-privileged community
- Remotely led team of 5 developers in building an educational Flutter-based application
- Created, organized and hosted 2 STEM Camps over 2 years for 230+ youth

# **Projects**

Pr!ce | Seasonal NFT Stock Marketplace | ETHDenver Winner | React, Node.js, Flask, Solidity |



- Created a marketplace issuing ERC-1155 shares of off-chain entities, powered by in-house Automated Market Maker
- Winner of 5 sponsor bounties, featuring in Chainlink blog, approached by multiple VC firms, and pitched to Dapper Labs

Minebusker | Decentralized Platform for Street Performers | ETHWaterloo Winner | Flask, Solidity, Maps API | D



- Developed a geocaching app gamifying city exploration for citizens, while providing cryptocurrency revenue for buskers
- Recruited by ETHGlobal after winning, to integrate app into services for use at future Ethereum based events

Clay | 3D Graphics Engine | C++ |

Built graphics engine exposing client-facing API, utilizing linear algebra to simulate movement within 3D space

Go2Balancer | Concurrent Load Balancer | Go, Net |

Built a lightweight TCP load balancer using goroutines to concurrently handle large workloads, choosing server optimally

UnderratedTunes | Social Platform for Music Lovers | Node. js, Express, MongoDB, Bootstrap, Spotify API |

Created underratedtunes.com, a platform connecting 100+ authenticated users posting/discussing songs

#### **Education**