Ishan Ghimire

Software Engineering, University of Waterloo

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Skills

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

Technologies | Node.js, Rails, React, GraphQL, Pyramid, Docker, PostgreSQL, MongoDB, Flutter, Apollo, Vue

Experience

Production Engineering Intern | Shopify

Jan. 2021 - Apr. 2021

Working in infrastructure on the Notification Platform team, serving millions of merchants

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 for the Air Force in 2 months
- Developed and shipped passport management application for 3100+ aircrew, as a Rails/React/GraphQL microservice
- Spearheaded creation/adoption of GraphQL API, lowering load time significantly by eliminating waterfall requests
- Individually introduced HMR with webpacker, and restructured Docker workflow, cutting startup time by 58%

Software Engineering Intern | Tamvoes Health Inc.

- Individually developed entire premium/payment infrastructure for user subscriptions, utilizing webhooks and Stripe
- Built 15+ REST APIs in Pyramid, interacting with Node.js server, querying PostgreSQL database, and utilizing Redis to authenticate premium users, shipping numerous features
- Doubled registration rate on landing page by utilizing local storage to curate user experience and redesigning UI
- Added 52 countries to potential client base by implementing internationalization site-wide with i18n and jQuery

Founder | Edmonds Engineered

Jun. 2018 - Jan. 2020

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

Projects

Concurrent TCP Load Balancer | Go2Balancer | Go, Net |

- Built a lightweight TCP load balancer in Go using goroutines to concurrently handle large workloads
- Implemented a novel algorithm to optimally choose backend server with least active connections

3D Graphics Engine | Clay | C++ |

- Built graphics engine without use of external libraries, utilizing linear algebra to simulate movement within 3D space
- Created client-facing API allowing manipulation of user-inputted objects, eventually projecting to 2D rasterizations

Decentralized Platform for Street Performers | ETHWaterloo Winner | MineBusker | Flask, web3 | 1



- 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

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

- Created underratedtunes.com, a platform connecting 100+ music-lovers posting/discussing user-inputted songs
- Used Spotify API to promote least popular songs to top of page, and generate posts for authenticated users

COVID-19 Sentiment Visualization | C My Tweets | RU Hacks Top Project | Flask, Node.js, MongoDB | (7)



- Developed application to identify statistically significant geographic trends in social media sentiment towards COVID-19
- Featured self-updating heat map of North America, and custom search feature to determine sentiment anywhere

Education