

Education

University of British Columbia

B.Sc. in Computer Science - 3.7 GPA

Sep. 2018 – Dec 2023

Vancouver, BC

Technical Skills

Languages: Java, JavaScript/TypeScript (in Node.js, Bun.js), Go (Golang), Python, HTML/CSS/EJS

Technologies/Frameworks: React, Redux, Spring, Kubernetes, Jenkins, Next.js, Remix, NestJS, AWS S3, JUnit

Databases: MongoDB, PostgreSQL, HANA, MySQL, Firebase Firestore

Tools & Patterns/Methods: Git/GitHub, Gerrit, Docker, Maven, OOP/SOLID, REST, GraphQL, MVC

Experience

Kabam

May 2023 – Sep 2023

Backend Software Engineer Co-op

Vancouver, BC

- Worked with the Live Operations team of the Marvel Contest of Champions Mobile Game, managing aspects of the game such as payments & purchases, login rewards, updates, users, and all new game content
- As part of the feature development core team, I revamped backend APIs and interfaces for payments, subscriptions, and the game store, merging in-app purchases with the in-game store to substantially enhance user experience
- Added quality of life improvements to admin interfaces for designers, and refactored legacy JavaScript and client/server side EJS to be more performant

SAP iXp - HANA and Analytics

Sep 2021 – Sep 2022

Agile Developer

Vancouver, BC

- Worked on a internal Java-based microservice built on top of Spring boot and adapted to SAP's technologies to provide out-of-the-box tooling for authentication, authorization, routing, database access, and more
- Used as a framework by over 60 microservices, allowing developers to focus on business logic
- Added x509 certificate based authentication to communicate with SAP's OAuth2 Provider of Cloud Foundry
- Added APIs to work with and expose Hashicorp Vault as a secret store for teams
- Addressed technical debt by refactoring modules, Spring boot components, configurations, and upgrading dependencies
- Managed deployments on Cloud foundry and Kubernetes, and performed end-to-end testing using python and selenium

UBC CS Dept. - Full Stack developer

May 2020 – Sep 2023

Research Assistant/Lead Developer- <https://science.ok.ubc.ca/awards/facultystaff/curgrants/>

Vancouver, BC

- Recipient of the 2021 Curricular and Teaching Innovation Grant - Developed an interactive reward-based learning platform with gamification features, to encourage self-improvement and healthy competition using habit formation techniques
- Used React, TypeScript, Node.js and PostgreSQL to create a web app powered by a GraphQL API layer, and leveraged a modern toolchain allowing for end-to-end type safety
- Added a code execution system allowing instructors to add coding questions that include unit tests and hints

PathVisor

Jun 2020 – Sep 2020

Lead Developer

Vadodara, India

- Co-founded a counselling startup to assist high-school students with university applications
- Deployed a full stack web app and handled payments using Razorpay, and an interactive dashboard for clients to keep track of their applications. Used React, Material-UI, Google Firebase, and Express

Projects - more on Github

ValoCLI | GitHub – github.com/goamaan/valocli

Aug 2023

- Made a user friendly CLI tool using Golang for the FPS game VALORANT that allows users to access Riot API servers by emulating the authentication flow using an HTTP client. Users can check their in-game store, rank, and wallet
- Added local config file based caching of authentication credentials

TsAlgo | GitHub – github.com/goamaan/tsalgo | NPM – npmjs.com/tsalgo

Apr 2021

- Designed an open-source library of typed implementations of data structures, utility functions, and common algorithms. Wrote in TypeScript using generics, and with 0 dependencies

Image Repository API | GitHub – github.com/goamaan/image-repository-api

May 2020

- Built an Image Repository API with Typescript (NestJS), MongoDB, and AWS S3 buckets for secure image storage
- Included authentication using JWTs, role-based authorization and guards, and easy setup using Docker containers
- Adhered to SOLID design principles and used NestJS's dependency injection architecture to achieve inversion of control