

# Harsh Gadodia

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## EDUCATION

### NATIONAL UNIVERSITY OF SINGAPORE

BACHELOR OF COMPUTER ENGINEERING (HONOURS)

UNIVERSITY SCHOLARS PROGRAMME

June 2019

## LINKS

Github:// [harshgadodia](#)

LinkedIn:// [harsh-gadodia](#)

Facebook:// [harsh.gadodia](#)

Website:// [harshgadodia.com](#)

## AWARDS

2019 **Overall Winner**, Hack&Roll, Singapore's largest Hackathon

2018 **Overall Winner**, Hack&Roll, Singapore's largest Hackathon

2018 **3rd**, AWS Cloud Hackathon

2016 **Overall Winner**, Facebook Hackathon Southeast Asia

2016 **Top 8** Facebook World Hackathon Finals, USA

## COURSEWORK

Data Structures and Algorithms  
Networks

Operating Systems

Databases

Computer Architecture

Computer Interfaces

Programming Languages

Big Data Systems for Data Science

## SKILLS

### Experienced:

Java, Play

Python

Javascript

SQL

Kafka

### Familiar:

Swift, iOS

Scala

C

ELK

PHP

## EXPERIENCE

### NINJA VAN | SOFTWARE ENGINEER

June 2019 - Currently | Singapore

- Support the complex operations of Southeast Asia's largest last-mile logistics company
- Designed and implemented an asynchronous system to persist, analyse, and automatically re-fire 30 million webhooks sent out per week
- Created an intelligent rate-limiting system to prevent abuse of API
- Designed and implemented a reporting mechanism to automatically analyse the health of notification services, allowing engineers to respond to anomalies quickly

### EPIC CREATIONS INC. | SOFTWARE ENGINEERING INTERN

Jan 2017 - Dec 2017 | San Francisco Bay Area, CA

- Engineered interactive quizzes for children on the iOS application - taken millions of times in less than a year of being launched
- Engineered dynamic featured banners on the iOS application to advertise content in an engaging way for children
- Worked on internal tools to improve content upload workflow. Reduced upload time by 30% while reducing upload errors by 20%
- Worked on a teacher panel to allow teachers to track their classroom progress and sync with Google Classroom. Used by over 5 million teachers in America.
- Reduced application bundle size by 15% and improved quality of animations by converting traditional animations to vector-based ones
- Improved search to provide better results and make searching for content smarter, faster, safer and more accurate for children

### NUS CS1101S - PROGRAMMING METHODOLOGY | CS TUTOR

July 2018 - Dec 2018 | NUS, Singapore

- Tutored, designed problems sets, and graded students of a rigorous introductory programming course
- Mentored students on best coding practices, taught git version control, and advised on internship applications and projects
- Rated 4.7/5 (faculty average 4.2/5), nominated for undergraduate teaching award

## SIDE PROJECTS

- **FoodExchange** - A telegram bot for NUS students to buy, sell and trade food credits they are forced to buy as part of a residential programme
- **ChopeGod** - An iOS AR application for users to virtually find and reserve meeting rooms and venues
- **Karina** - An AI powered chatbot to guide couples through the complicated IVF process