

Harsh Gadodia

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EDUCATION

NATIONAL UNIVERSITY OF SINGAPORE

BACHELOR OF COMPUTER ENGINEERING (HONOURS)
UNIVERSITY SCHOLARS PROGRAMME
2019

LINKS

Website:// harshgadodia.com

LinkedIn:// [harsh-gadodia](https://www.linkedin.com/in/harsh-gadodia)

Github:// [haxgad](https://github.com/haxgad)

SKILLS

Languages

Go

Java

Python

Technology

Ansible

Docker

Kubernetes

Kafka

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

EXPERIENCE

NINJA VAN | SENIOR SOFTWARE ENGINEER

June 2019 - Currently | Singapore

- Architected and engineered a new Warehouse Management System to manage parcels returned by customers, currently managing over 1 million parcels in Warehouses around Southeast Asia
- Architected and engineered a PagerDuty-like solution for Operations staff to raise tech support issues 24/7 via Slack and Google Chat using Python
- Engineered a system to persist, analyse, and re-fire millions of webhooks sent out weekly using Java
- Architected and engineered a single-source-of-truth system to compile and store protobufs for Java, Go, and Python concurrently using Java, SBT, Docker, and Kubernetes
- Moved Atlassian tools (Jira, Jira Service Management, Bitbucket, Confluence) and their databases from Virtual Machines to Kubernetes to support the furiously growing needs of thousands of users.
- Automated payroll calculations for thousands of blue-collar warehouse staff, leading to the prevention of revenue leakage in the range of tens of thousands of dollars per month
- Automated the processing of Engineering configuration related requests via Ansible and Golang

NATIONAL UNIVERSITY OF SINGAPORE | 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 version control, and advised on internship applications and projects
- Rated 4.7/5 (faculty average 4.2/5), nominated for undergraduate teaching award

EPIC CREATIONS INC. | SOFTWARE ENGINEERING INTERN

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

- Engineered interactive quizzes for children on iOS - 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 and meaningful way for children
- 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.
- Improved app search feature to provide better results, and make searching for content smarter, faster, safer and more accurate for children