

# Jai Sharma

https://jai.moe

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## EXPERIENCE

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### • Babylon Health

London, UK/Remote

*Software Engineer*

*July 2019 – Present*

- Worked as part of a team responsible for long term maintenance of multiple Ruby on Rails web API services.
- Provided in-hours support for multiple Ruby web services, fixing major incidents and carrying out service remediation.
- Led the migration of an asynchronous job queue system to Sidekiq within a monolithic web service with minimal downtime.
- Implemented work to enable the migration of functionality from a monolithic web API service to multiple web API microservices.
- Worked to automate a suite of regression tests to run automatically on a feature branch
- Tasked with documenting and auditing existing web services to ensure they meet both internal and external compliance standards.

### • GoCardless

London, UK

*Software Development Engineer Intern*

*July 2018 – April 2019*

- Responsible for implementing and A/B testing new user flows in a full stack web service, utilising Ruby on Rails.
- Maintained and delivered web frontend components in a React to allow greater customisability of merchant customer pages, according to design specifications.
- Worked within a team to plan and implement better visibility of deployment metrics with internal company tooling, written in Go and Ruby.

## EDUCATION

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### • The University of Warwick

Coventry, UK

*Bachelor of Science in Computer Science (Course Incomplete)*

*October 2014 – February 2017*

## PROJECTS

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### • **renderer** ([github.com/jai-x/renderer](https://github.com/jai-x/renderer)):

An experimental program to teach myself the basics of 3D rendering and rasterisation. Based on the Tiny Renderer project but adapted and written in standard C99 using SDL2.

### • **wasd2021** ([github.com/jai-x/wasd2021](https://github.com/jai-x/wasd2021)):

Dynamic broadcast overlay project used for displaying information during a charity speedrunning event. Provides runner information and run timing, as well as music and real time donation tracking via integration with Tiltify and Spotify. Written in Javascript using Node and Mithril.

### • **aniMango** ([github.com/WarwickAnimeSoc/aniMango](https://github.com/WarwickAnimeSoc/aniMango)):

Website written for use by the University of Warwick Anime and Manga Society. Includes custom implementation of web forums, library system, and anime viewing schedule. Anime and manga data for library and viewing items automatically populated via integration with AniList. Written in Python with Django.

## PROGRAMMING SKILLS

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- **Languages:** Ruby, C, Javascript, C#, Go, Python
- **Libraries/Frameworks:** Ruby on Rails, SDL2, Node, Mithril
- **Tooling:** Vim, Git, Bash, Docker, SSH
- **Other:** Test Driven Development, Regression Testing, Smoke Testing, Agile workflow