

Jai Sharma

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EXPERIENCE

• Compare the Market

Software Engineer

London, UK/Remote

May 2021 — October 2021

- Worked as part of team to deliver features to a Phoenix Elixir API service
- Responsible for gathering requirements and making relevant changes to internal web dashboards written in Elm
- Worked on adjusting AWS Cloudwatch metrics using Terraform for more accurate incident alerting

• Babylon Health

Software Engineer

London, UK/Remote

July 2019 — April 2021

- 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.
- Tasked with documenting and auditing existing web services to ensure they meet both internal and external compliance standards.

• GoCardless

Software Development Engineer Intern

London, UK

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

• The University of Warwick

Bachelor of Science in Computer Science (Course Incomplete)

Coventry, UK

October 2014 — February 2017

PROJECTS

• hues (github.com/jai-x/hues):

A 2D music and image visualiser implemented in C# and using the osu!framework. Recreates functionality from the 0x40 Hues flash project and implements a subset of the beatmap standard.

• renderer (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):

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.

PROGRAMMING SKILLS

- **Languages:** Ruby, C, C#, Javascript, Go, Elixir
- **Libraries & Frameworks:** Ruby on Rails, SDL2, Phoenix, Node
- **Tooling:** Vim, Git, Bash, Docker, Terraform