

MIZAN ALI

Full-Stack web3 Typescript Engineer

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[GitHub](#) • [Website](#)

EDUCATION

2019 - 2023

Bachelor of Technology (B.Tech) in Computer Science Engineering

Vellore Institute of Technology, Bhopal

CGPA: 8.02

WORK EXPERIENCE

Software Development Engineer

Huddle01

Jan 2023 - Present

- Led development of Huddle01's React Native mobile app (8K+ downloads) implementing key features including Audio Spaces, host controls, and web3 wallet integration. Reduced app size by 50% and improved performance by 2x through monitoring, library migration, crash logging, and code optimisations.
- Built two full-stack Next.js/Node.js dashboards serving 1K+ monthly active users. Built robust backend with Hono and SQL queries using NeonDB/Drizzle ORM handling 2K+ daily requests. Developed responsive UI components with ShadCN/TailwindCSS and implemented Stripe integration for subscriptions. Integrated smart contracts handling \$1M in value locked using wagmi/viem.
- Developed cross-platform SDKs (React, React Native, Flutter) and REST APIs adopted by 700 projects and processing 1K daily API calls. Wrote technical documentation and SDK tutorials reaching 250 new developers monthly.
- Enhanced Huddle01's WebRTC-based web app (average of 2K meeting minutes everyday) and Node.js/TypeScript backend, implementing real-time features that reduced latency and improved connection stability.
- Led development of FarHouse (5K+ downloads), a viral social audio mobile app for the Farcaster ecosystem. Built with React Native and Huddle01 SDK, featuring real-time audio rooms, Warpcast authentication, and social features that went viral and 3K audio rooms were created within the first month.
- Led development of House, a Base mini-app social audio mobile app for creators to deploy tokens with one-click and use it to host gated livestreams for their audience.
- Drove developer advocacy initiatives reaching 5K+ developers through technical blogs, workshop videos, and live workshops at 5 universities. Judged 5 major hackathons including ETHGlobal events with 1000+ participants.

SDE Intern (Front-end)

Stoa

July 2022 - Dec 2022

- Spearheaded the development of v1 of Stoa's learning platform.
- Worked with a very compact engineering team to design and implement the internal learning platform for Stoa Cohort 8 learners.
- Lead the frontend team in building the same using Next.js and several third party integrations like Dyte and Contentful.

SDE Intern (Front-end)

Trell

Sep 2021 - March 2022

- Worked on Trell Cash - a reward-based gamification system web app built with React and Redux which increased user retention.
- Developed a B2B advertiser dashboard website using Next.js and Redux which will be used by brands and advertising agencies to manage their ad campaigns on Trell.

SIDE PROJECTS

UNO Online - Multiplayer browser card game | React, Node, Express, SocketIO

- Open source, two-player, online version of the card game UNO.
- Implemented real time multiplayer communication using web sockets.
- Made a tutorial YouTube video on it which currently has 45K+ views.

PIT STOP - web3 Formula 1 Fantasy Game Platform | Next.js, Polygon, Solidity, Firebase, IPFS, Tailwind CSS

- Pit Stop is a web3 Formula1 fantasy game platform where players can build their virtual garages by minting F1 cars as NFTs and compete with others by wagering these NFT cars on real life F1 Grand Prix.
- Won two different tracks (Best NFT + Gaming dapp built on Polygon, Best use of IPFS) at ETHIndia's ETHernals 2022 - India's biggest web3 hackathon, amounting to a total prize money of \$3500.

[Checkout some more of my interesting projects on my website.](#)