NAKUL PATHAK

University of Waterloo · Software Engineering

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TECHNICAL SKILLS

- Languages: Ruby, Python, Javascript, C++, C, HTML, CSS.
- Frameworks: Ruby on Rails, Flask, Django, Node.js, React Native, jQuery, Bootstrap.
- Tools: Git, Bash.
- Databases: MySQL, PostgreSQL, SQLite, SQLAlchemy (ORM).
- Miscellaneous: RESTful API development, Unix based systems, Algorithms & design patterns.

WORK EXPERIENCE

• Developer Intern, Payments Team, Shopify

May 2015 - August 2015

- Added over 50 third party payment system integrations by automating addition of these systems to Shopify. Led project from early prototype to beta phase through test-driven full-stack web development work.
- Improved financial GMV calculations by 10% by fixing long-standing issue where payment gateways sent duplicate responses, doubling total amount of transactions.
- Independently created, open-sourced, and integrated Payment Icons ruby gem across Shopify's codebase, providing a simple and uniform way of adding these icons into any Rails app.
- Deployed Shopify's codebase to production over 15 times and made over 30 pull requests, following test-driven development and often pair programming with other team members.

Relevant Projects

• Flash | HACK THE NORTH 2015, Participant | 🖸

September 2015

- Implemented an iOS application that provides users with deals which expire 5 minutes after opening.
- Currently building a Node.js + Express application that allows Shopify merchants to post deals and receive payments.
- Payment Icons Gem | Open Source Contribution | 🗘 | 🗹

August 2015

- Extracted Shopify's payment icons into an open-source gem currently used by over 250 3rd-party developers.
- Ruby on Rails engine which mounts payment icon assets and frozen record model to access those assets into any rails app.
- Blorgh Engine Gem | 🗘

July 2015

- Developed a mountable Ruby on Rails Engine which adds a blogging service to any Rails app if added as a gem.
- Also created demo app that uses this gem \mathbf{O}
- Inventory Notifier App | 🖸

February 2015

- Used Django and Twilio API to build web application that calls or texts Shopify merchants when their product inventory goes below 10 items.
- Reading List API | 🗘

February 2015

- Created RESTful API for managing a reading list using Ruby on Rails & CRUD methodology.
- Utilized best practices such as versioning, namespacing, etc.
- Blogging Service | Ω | Z

December 2014

- Built a blogging service which includes OAuth authentication login, user profiles, following users, etc. using Flask.
- To-Do List API | 🗘

 $December\ 2014$

- Learned REST principles and Flask by building API for managing to-do list through HTTP requests.
- MyoRunner | ENGHACK, 2nd Place | 🖸 | 🗹

November 2014

- Developed arm gesture controlled Temple Run type browser-based game using Lua and Myo SDK.
- Feed Me! | HACK THE NORTH 2014, Participant | 🗘

September 2014

- Created a Django web application which provides possible cooking recipes by parsing ingredients listed in a search across an API from Yummly.
- Pick The Odd Image Out | 🗘 | 🗹

August 2014

- Built a web based game using AngularJS where the user picks which image out of three is the odd one out.

Extracurricular Activities & Achievements

• Software Engineering Orientation Leader

September 2015

- Led orientation group throughout week, set up events, guided students across different events, and answered questions about university life.
- Engineering Ambassador, University of Waterloo

September 2014- Current

- Represented University of Waterloo by creating online portfolio. Actively participated in events like move-ins, shadow days.