NAKUL PATHAK

University of Waterloo · 2A Software Engineering

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WORK EXPERIENCE

• Software Developer Intern, Shopify

May 2015 - August 2015

- Developed new feature which allows different payment systems to automatically integrate with Shopify. Took project from early prototype to beta phase. (Currently in beta)
- Created *Payment Icons* open source gem which is used in multiple places in Shopify and has been downloaded over 150 times since its release.
- Debugged issues in Shopify's payments data across multiple payment systems, thus improving our financial data.

TECHNICAL SKILLS

- Languages: Ruby, Python, Javascript, Swift, C++, C
- Frameworks: Ruby on Rails, React Native, Django, Flask, Node.js
- Tools: Git, Bash, Vagrant, Oh-my-zsh
- Databases: MySQL, Firebase, SQLAlchemy (ORM)

Relevant Projects

 $\bullet \ \mathbf{Payment} \ \mathbf{Icons} \ \mathbf{Gem} \ | \ \mathit{http://nakul-microblog.herokuapp.com}$

December 2014

Ruby on Rails engine which mounts payment icon assets and frozen record model to access those assets into any rails app.

Payment Icons Gem | http://nakul-microblog.herokuapp.com December 2014

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• Blogging Service | http://nakul-microblog.herokuapp.com

December 2014

Built a blogging service using Flask and Python. Features include OAuth authentication login, user profiles, following users, writing posts, etc. Pagination, unit testing also included.

• Flask and Rails APIs

December 2014, February 2015

Made secure, RESTful APIs using Flask and Rails for a todo list and a book management system. Versioned, namespaced.

• Online Portfolio | http://nakulpathak.com

December 2014

Made personal website after learning HTML, CSS, jQuery, Bootstrap.

• ASCII Chan | http://nakul-asciichan.appspot.com

November 2014

Created ASCII Art Service using Python and App Engine as part of Udacity course. Uses Google Maps API, HostIP API, App Engine Datastore. Also, includes caching to reduce requests to database.

• MyoRunner | ENGHACK, 2nd Place | http://jhudson.ca/myorunaway/ Learned Lua to create temple run type browser based game controlled by Myo. November 2014

• Feed Me! | HACK THE NORTH, Participant

September 2014

Used Django and Python to create a web app which provides possible recipes to make with ingredients listed in a search by parsing an API from Yummly.