

# Hello, I'm Raghav.

## Skills

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**Languages:** Clojure, Python, Elixir, SQL, JavaScript, HTML/CSS, Java  
**Catalog:** Postgres, AWS, Flask, Django, SQLAlchemy, Redis  
Pandas, NumPy, VueJS, React, Bootstrap, Nginx  
HAProxy, PgBouncer, Docker, K3s, Terraform

## Profile

I'm a full stack developer with over a decade of experience in fiddling with software. I learn quickly and thrive in challenging environments where I get to take ownership of the work. I was introduced to programming when I started running my own gaming server during highschool. I'm also a FOSS enthusiast and have contributed to a bunch of open source projects.

I'm currently on a sabbatical. Most recently, I was at a B2B early stage SaaS, reforming the headcount management space. Before that, I worked at an early-stage lending startup, where I dealt with all things tech, understood how lending and [credit] cards work end to end and the compliance and regulations of running a fintech in India.

When I'm not coding – I'm either cleaning the dust off my guitar, playing chess or worrying about my plants dying.

## Experience

April 2022 - Nov 2023 | 1 year 7 months

### **TeamOhana, Remote** - Senior Software Engineer

A US based headcount management service, I joined a team of 6 in engineering, when it was less than six months old. I was responsible for rolling out some of the core product features while witnessing a rapid growth from two clients to over 25. Using Clojure for development, I was quick to learn it with guidance from experienced Clojure enthusiasts.

- Streamlined the email notification system to improve the developer experience.
- Introduced a view based architecture for ease in development in a multi source, heavily normalized database.
- Built comprehensive dashboards for HR, finance and recruitment teams for handling the complete hiring cycle.
- Enchanted the integration with HRIS and ATS software

April 2016 - December 2021 | 5 years 9 months

### **RedCarpetup, New Delhi** - Tech Lead

A YC backed fintech, I joined as one of the earliest tech hires. Broke production, recruited, and mentored (among other things) in an agile tech team of less than 10 members. In a monolith with over 400k LOC, querying a 6TB Postgres db, I took a majority of the architectural decisions around code and looked after security from all aspects.

- Built a double entry ledger library with full fledged support for managing the loan system, card limits and, multi-lender reconciliation. It's also in the process of turning into a SaaS product [here](#).
- Created the risk policy framework used by analysts to quickly create, assign and, version custom policies for experiments with onboarding, new products and, underwriting.
- Put up the card infrastructure which included super quick real time authorization of transactions, processing refunds and, creating the reconciliation process between RedCarpet & the bank's issuer processor.
- Managed the cloud infrastructure on AWS & GCP. Significantly brought down the expenses by [optimizing the db](#).
- Adhered to all the RBI regulations and dealt with the tech end of things for the NBFC license and other audits.

Aug 2015 - October 2016 | 1 year 2 months

### **Aam Aadmi Party IT** - Volunteer

I was part of several tech projects and ad hoc election campaigns. Primarily worked on [Cleansweep](#), a volunteer and campaign management system which tracks volunteer activities at 6 levels of geographical hierarchy; from an entire state to a particular polling booth where the voting happens.

- Created the voter database by scraping data from the Election Commission's PDF dump.
- Added offline support for data collection in areas with no internet by using ODK and [sms bridge](#).
- RBAC over all levels so a volunteer can only interact and perform actions under their designated area.

Jan 2011 - Jan 2014 | 3 years

### **RuneScape Private Server** - *Owner/Developer*

[RuneScape](#), a widely popular MMORPG, has a large community of private servers. These are Java based gaming servers which emulate the original game by using its cache and game client. [Here](#) are some of the game videos I had uploaded.

- Single handedly ran and maintained the game with a player base of over 200. Developed new content (quests, minigames, NPCs) which no other gaming server had.
- Made around 5 lakh INR through in-game purchases, web ads and by offering [coding services](#) to other owners.
- Built multiple websites and community forums starting with the free SMF & later switching to a licensed vBulletin.
- Went on a journey from self hosting it on my PC to struggling with DDoS attacks on a cheap VM to shifting to a dedicated machine with protection.
- Part of a reputed dev team of one of the most renowned servers which had 2000+ active players at all times. Its source code was released which now serves as the base for all the modern private servers these days.

## **Other things I've built**

### **Accelonome** | [Live demo](#) | [Github repository](#)

A webapp made for musicians to practice on the metronome which can be made to accelerate tempo at specified intervals. It has options for multiple time signatures, drums, custom accented beats and disability friendly features like vibrate and flash. It received some rave reviews from the music communities on Reddit and Instagram.

### **WheresMyMovie** | [Live demo](#)

An android app that scrapes Google and discovers the streaming service where the movie is available.

### **Relation Finder** | [Live demo](#) | [Github repository](#)

An app that tells you how you're related to your family members. Built specifically for North Indian family kinship networks, it is written in Prolog and served via Java Servlets. Ex query: "Father's Brother in law" will return "Mama".

### **SubFinder** | [Live demo](#) | [Github repository](#)

A web app that lets you download accurate subtitles meant for your video files along with movie details off IMDb. It uses the OpenSubtitles API which works by calculating a special hash and gets the subtitle against that file.