

Sangam Kaushik

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GitHub: github.com/sangamkaushik

Portfolio: sangamk.com

LANGUAGES AND TECHNOLOGIES

Proficient: Ruby, Rails, ActiveRecord, JavaScript, ReactJS, Flux, jQuery, AJAX, C#, SQL, MySQL, PostgreSQL, HTML5, CSS3, Bootstrap, RSpec, Capybara, Git, Heroku

Exposure: Google Maps API, Slack API, Uber API, Unicorn, Redis

RECENT PROJECTS

Uber Slack | Back-End Engineer | [live](#) | [github](#)

2016

Open source plugin that integrates Uber into Slack, allowing for scheduling of rides through Slack commands.

- Engineered Ruby on Rails RESTful API with exposed endpoints; allowing for Slack service to call specific methods to request rides, check price estimates, cancel rides, and status updates.
- Wrote integration tests following TDD utilizing RSpec, Capybara, VCR and WebMock to test OAuth across APIs.
- Incorporated Uber API into Ruby on Rails backend using OAuth to ensure that app could call rides for a user.
- Lowered latency of DB read/write by factor of 7 by using Unicorn to enable virtual multi-threaded processing.
- Utilized Redis key-value storage to cache bearer tokens from Uber and Slack, allowing for O(1) lookup.
- Received 150+ likes on [product-hunt](#), featured on Uber Developer [Blog](#), and has 56 stars on [GitHub](#) repo.

FastRCars | Full-Stack Engineer | [live](#) | [github](#)

2016

Exotic car rental club inspired by Airbnb design for members to have access to a collection of luxury vehicles.

- Architected a RESTful Rails API to serve a single page web app in conjunction with a PostgreSQL database.
- Constructed front-end views using ReactJS with Flux architecture to componentize the views.
- Designed a custom Filter Store to track map bounds and advanced filters; Integrated Google Maps API with search filters for dynamic searches to streamline AJAX requests to Rails server.
- Built session authentication system, hashing passwords with BCrypt to ensure a high level of DB security.
- Designed UI/UX inspired by Airbnb using heavily customized Bootstrap components with custom CSS3.

Space Shooter | Front-End Engineer | [live](#) | [github](#)

2016

Arcade style space invader inspired browser game where players must finesse through barrage of alien fire.

- Followed JavaScript OOP design and prototypal inheritance to ensure modular code base of the game logic.
- Generated dynamic gameplay in HTML5 canvas element by utilizing vector math for game state updates.
- Enhanced visual appeal by rendering game states at 32 FPS and garbage collecting out-of-play objects.

EMPLOYMENT HISTORY

Back-End Engineer | Kaushik Algorithms

2013 - 2015

- Developed trading algorithms in C# for modeling financial strategies and market indicators, resulting in instantaneous order entry, reducing process latency by 99%.
- Optimized key metrics leading to increase in application of trading strategies across multiple indexes by 500%.
- Diagnosed failure points across 5 years of financial data for 50+ financial instruments through simulating and back-testing strategies with Monte Carlo methods using NinjaTrader and C#.

Sales and Delivery | Unilever

2014 - 2014

- Averaged \$50,000+/mth in ice cream sales, exceeding target sales by 34% by fostering key client relationships.

Project Coordinator, Trainee | Kiva Systems (Now Amazon Robotics) - Gap Canada

2010 - 2010

- Implemented parallel testing and liaised with clients for solution development on project valued at ~\$10 million.
- Collaborated on team of 4 engineers and 5 technicians in assembly of industrial robots and robotic equipment.

EDUCATION

B.Eng. Mechanical Engineering, Minor: Finance, Ryerson University, Toronto, ON

2009 - 2014