SUDHANSHU VISHNOI

SOFTWARE ENGINEER / WEB DEVELOPER

WORK EXPERIENCE

Monetized - Full-Stack Developer

Aug 2021 – Present

End-to-end development of monetized.link / keyosk.co, a no-code paywall platform for publishers. Building a multi-tenant SvelteKit powered frontend, with GCP, Firebase, ElasticSearch on backend; and managing content purchases and creators payouts via Stripe; Web3 support; and a lot of devops.

Grant for the Web - Technical Scholar

Aug 2020 – Apr 2021

Implemented Web Monetization API (a proposed Web Standard) prototype in Mozilla Firefox to help develop a reference implementation and provide feedback to the specification.

Mozilla Open Source Support (MOSS) Program

May 2020 – Jul 2020

ReSpec is a publication system in which W3C Standards are written. As the core maintainer, I developed new features, overhauled the project documentation, and contributed to various specifications.

Chegg - Software Development Engineer Internship

Jan 2019 – Jul 2019

UI engineer for Chegg Prep, working with React, TypeScript, CSS in JS and Node.js. Boosted performance of CheggIndia.com and made site mobile friendly. Developed multiple internal tools, involving UI design, ticket automation and integration with internal APIs.

Mozilla - Google Summer of Code Internship

May 2018 – Aug 2018

During my internship, I developed new features in ReSpec with a focus on UX, automation and maintainability.

OPEN SOURCE CONTRIBUTIONS

Mozilla

- Refactored and updated Geolocation API in Gecko to match specification changes, exposing various interfaces to JavaScript.
- Fixed representation of sparse arrays in Firefox Devtools.
- Increased performance of Firefox Performance Dashboard by 400%.

W3C

- Developed a GitHub Action to automate generation, validation and publishing of W3C specifications.

CONTACT

- e. hire@sidvishnoi.com
- w. sidvishnoi.com

- github.com/sidvishnoi
- linkedin.com/in/sudhanshu-vishnoi

EDUCATION

Masters in Computer Applications
University of Delhi
2016 – 2019

B.Sc. Physics (H)
University of Delhi
2013 – 2016

ACHIEVEMENTS

- MOSS grantee for 2020.
- Attended W3C TPAC 2019.
- Winner at Facebook Developer Circles Challenge 2017.
- Developed video game patches that gained over 100K followers on Facebook.

TECHNICAL EXPOSURE

- **Programming Languages:** C++, Python, Rust
- **Web Development**
  - JavaScript, TypeScript, Node.js
  - HTML; CSS, Sass, CSS in JS
  - React, Svelte, HyperHTML
- **Cloud & Automation:** AWS, Google Cloud, Cloudflare, GitHub Actions, Docker

REFERENCES

Marcos Cáceres
WebKit Standards and Interop
marcosc@apple.com

PROJECTS

Unix Socket Chat Application (sidvishnoi.github.io/socket-chat)
- Made use of Unix network sockets API (C++).
- Features user authentication, multiple chat-rooms and private messaging & terminal based user interface (inspired by IRC).

Bleu (sidvishnoi.github.io/bleu)
- Developed a fully featured and extensible static site generator using Node.js.
- Reduced build time by only building updated files and their dependencies.

Merge Facebook feeds (sidvishnoi.github.io/fb-dev-interest)
- Created Chrome extension that filters Facebook Dev Circle groups to get only the posts of your interest in your feed.
- Won Facebook Developer Circles Challenge 2017.