SIMRANJEET SINGH

Fullstack Developer

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💼 PROFESSIONAL EXPERIENCE

Fullstack *web3* Developer - *(Solidity , React , Subgraphs , EVM)*
Pop

📅 Dec. 2022 – Present   📍 Remote, Dubai

- Building a decentralized SocialFi App - **Pop**.
- Built a RN **wallet-login module** using walletconnect and web3auth, linking wallet & user, assign username w/ a Name Service (like ENS), and profile pic as NFT, creating an unique user identity on-chain.
- Built an **in-app Wallet** having support for basics fuctionality such as send, receive tokens and track transactions history.
- Built an on-chain **NFT marketplace** in solidity (and subgraph for indexing) supporting Auctions + Direct - Buy and Sell.
- Built an on-chain **Dynamic Avatar NFT** in solidity, in which user can mint their own unique avatar using other components such as skin, clothing, accessories etc. which are also NFTs and can further be traded on the in-app marketplace.
- Tech used: *sequelize, postgeSQL, tailwind, IPFS, subgraphs, RNUILib, ether.js, metamask-sdk, web3auth, walletconnect.*

Fullstack Developer - *(Nodejs , React.js , Subgraphs)*
Colexion

📅 Aug 2022 – Dec. 2022   📍 Gurgaon, India

- Worked on core APIs for the **TopRun** - Cricket Fantasy Mobile Game.
- Re-wrote whole backend & sql procedures, in express.js using **sequelizeORM** with microservice architecture.
- Built a NFT Admin Management Dashboard w subgraphs & ether.js.
- Worked on a NFT Marketplace frontend with contract integrations.
- Tech used: *sequelize, postgeSQL, ether.js, tailwind, IPFS, subgraphs.*

Fullstack Developer - *(React.js , Firebase , Solana)*
Cykura

📅 July 2021 – July 2022   📍 Remote

- **CycloSwap - the most advanced swap interface on Solana**.
- Created **dynamic price charts** w/ token-based price denomination.
- Built API auto generating **dynamic SVG NFT** portraying live LP.
- Built **Indexer** for **TVL / Volume analysis** for liquidity pools.
- Tech used: *candy machine, hasura, cloud-functions, styled-components*

React Developer - *(React.js , MaterialUI , Figma)*
Surepass

📅 Nov. 2020 – Apr. 2021   📍 Remote

- Background Verification Dashboard for HR. **Visit** 🔗
- E-Sign App with collaborations and docs management. **Visit** 🔗
- Tech used: *Figma, MaterialUI, Redux, React-Hook-Form, React Query*

🐙 OPEN SOURCE   VISIT 🔗

- **project-serum / swap-ui**   Visit 🔗
- **maticnetwork / matic-docs**   Visit 🔗
- **processing / processing-website**   Visit 🔗

</> TECHNICAL SKILLS

React.js + Native | Typescript | Solidity | Go

Stuff I have good experience with :

- FE : Next.js , Three.js , Svelte , Solidjs , Expo , tRPC , RSC , Redux , Zustang , Jotai , React Query ...
- BE : Node.js , Express , Sequelize , Prisma , tRPC ...
- ETH : solidity, foundary, hardhat, etherjs, subgraphs ...
- Solana : anchor, web3.js, walletkit, metaplex, gum ...
- UI : Tailwind , RadixUI , MUI , ChakraUI, Mantine ...
- BaaS : Firebase , Supabase , Hasura , Twilio , Stripe ...
- DB : MySQL , PostreSQL , Redis , MongoDB ...

💻 PROJECTS 🔗

nUSD StableCoin — Solidity, Foundry

- Algorithmic Stablecoin protocol simillar to DAI. Visit 🔗
- Its a minimal stablecoin system based on the Maker-DAO DSS system i.e Exogenously Collateralized and Dollar Pegged, but without any governance.
- Deposit - Burn - Liquidate UI interactions.   Visit 🔗

Grid1 — Solidity , Subgraph , React.js   Visit 🔗

- Built at **ETHIndia** 2022 Hackathon.
- A **Forkable-NFT Collection** builder dapp deployed on Polygon Mainnet.
- Using React for UI and The Graph for contract API's.

Fun with Three.js — Three.js, react-three-fiber

- Minecraft - Web Edition   Visit 🔗
- Cartoon Shader Rocket   Visit 🔗
- Glowing Marbles Animation   Visit 🔗
- 3D Dice Roller   Visit 🔗

Chatter Box — React.js , Supabase , Tailwind 🔗

- Open Room Chat app build using Supabase channels.

Ethernaut Solutions — Solidity , Security 🔗

- Solutions for Web3/Solidity based wargame, hacking and learning various smart contract exploits.

Loch Sign-up Page — React.js , Tailwind 🔗

- Responsive Sign-up page for Loch app   Visit 🔗

Game Dev — Unity, Blender, Python 🔗

- Developed and Published two unity games: *FreakyFrog* and *Cubathon*

🎓 EDUCATION

Bachelor of Technology
Computer Science and Engineering

Guru Gobind Singh Indraprsatha University

Three.js Journey
Course by *Bruno Simon*

📅 Ongoing