

Work Experience

Software Engineer **Memorang** **Oct 2023 – Present**
Los Angeles · Remote

Memorang provides education organizations with an end-to-end platform to build AI-powered learning experiences.

- Spearheaded the development of Memorang Hub, a SaaS platform centralizing internal apps and user systems.
- Actively engaged in the engineering and practical implementation of AI-powered applications, employing Prompt Engineering and machine learning to develop *smart* software to enhance customer experience and engagement.

Software Developer **Equilibrium** **Nov 2021 – Jul 2023**
Helsinki, Finland · Remote

At Equilibrium, a leading firm in decentralized web infrastructure, I significantly contributed to these projects:

- Ziggurat offers multiple networks with several stability layers. I developed the visualizations module and deployment CI pipelines, and revamped the user experience, significantly increasing user engagement.
- XRPL Hooks IDE is a comprehensive web-based platform for developing, deploying, and inspecting XRPL smart contracts. I spearheaded the team in the creation of a robust and efficient IDE designed to handle complex tasks.
- HookScript, a forthcoming programming language akin to TypeScript for authoring XRPL smart contracts. I was instrumental in the development of the initial iterations of the compiler infrastructure and the creation of efficient tooling, which resulted in a threefold increase in developer productivity.

Self-Employed **Freelancing Consultant** **Nov 2020 – Oct 2021**

Skilled professional adept at managing complex projects, and delivering exceptional results.

- Created a fully peer-to-peer video-calling/streaming Electron-based cross-platform desktop app, using RTMPS, WebRTC & FFMPEG. This app handled all the heavy lifting on the client side, making it a highly scalable solution.
- Managed a confidential legacy Nodejs project interacting with FPGA devices (on AWS F1 instances).
- Played a key role in the development of an Audiogram generator for Jingle.fm, enabling all heavyweight audio computation to be performed in-browser using Web Assembly.

Technologies and Languages

- Languages: TypeScript/Javascript, Python, C/C++, Bash, Swift, Rust & my upcoming untitled language!
- Technologies: React, NodeJS, NextJS, tRPC, Web-Assembly, Prisma, SQL, NoSQL, Redis, DevOps, GCP, Azure, Web3.
- Dev Tools: VSCode, OpenAI, Bash, Git, Browser DevTools, Figma, Notion, Linear, Atlassian suite.

Education

- **Bachelor of Technology, Civil Engineering**, National Institute of Technology, Srinagar **July 2018 – Dec 2020**

Projects

- Mooz - WebRTC app for p2p video conferencing with video, screen, and text data over a scalable mesh network.
- MCalculator - a Web port of Microsoft Calculator, using WebAssembly (from C++) to run on all platforms. Great POC to test the scope of porting Desktop utilities written in native code to the web, to run everywhere.
- Tclone - a concise & efficient Twitter clone built with React/Redux toolkit on the front-end, Nodejs/Express server on the back-end & powered by MongoDB database with native authentication & vast unique features.