

Software + Web Engineer

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WHO AM I?

I am a technology, philosophy, design, physics and literature enthusiast. I've had a fascination with machines since childhood, and that has, over time evolved into love for software. I also have a love for learning and I'm always looking for ways to improve, not just as a professional, but also an individual.





PROJECTS

ZEDWAY Lead Backend Engineer August 2021

Zedway was an Instagramesque social media web app built comepletely from scratch.

Python / Django / Postgresql / Linux

GAME OF LIFE Full Stack Developer October 2021

A Conway's Game of Life simulation that I built. The Game of Life is a cellular automaton

developed by John Conway.

TypeScript / React.js

MONKKEY Software Developer October 2021

MonkKey is a terminal-based, locally-stored, AES-256 encrypted password manager.

Python / stdlib / Sqlite / AES-256

GRAPHQL AUTH Backend Engineer November 2021

A GraphQL authentication template as a boilerplate for all my APIs.

TypeScript / Apollo / TypeGraphQL / TypeORM / Mongodb / Redis

MILPIE Software Developer January 2022

Calculates pi and e (Euler's constant) upto a million digits.

C++ / Chudnovsky Algorithm / Fast Fourier Transform

PUCK Software Developer August 2021

Puck is an interpreter, written in Python, for the esoteric language, Brainfuck.

Python

FREELANCE Software + Web Engineer June 2020 - Present

I provide freelance services including Full Stack Web Development, Linux System Ad-

ministration and Maintenance, and Web Design.
Full Stack Web Dev / Sysadmin / Designer