



Karan Verma

*BTM Layout 2nd stage
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SUMMARY

I am a frontend developer with skills on python(django). I breathe Javascript day-in, day-out and yet feel that there's more that I can learn. Craftsmanship with perfection is the most important aspect of my work.

OSS Contributions:

1. Created new snippet variable in VS Code also worked on improving pinned setting visibility. [PR #61603](#), [PR #63572](#)
2. Fixed a sublet bug in Appsync demo in AWS Samples. [PR #7](#)

EXPERIENCE

Frontend Developer, Zoomcar.com

Bangalore — Feb 2018-Present

As a frontend developer I am responsible for client facing web project currently working on migrating frontend stack from vue+rails to react.

- Built web component based search widget from scratch. Which included building calendar web component from scratch.
- Worked on login module, Improvised the module to be more flexible and dynamic to be able to integrate with different zoomcar product like ZAP subscribe.

EDUCATION

Hindustan University, Chennai
B.tech IT, 2015

Krishna Public School, DURG
Intermediate in Science 2008-10

LANGUAGES

JavaScript(ES6), TypeScript,
Python, Web Components, HTML5,
Lit HTML, SASS/PostCSS

FRAMEWORK, LIBRARIES AND DATABASE

React, React Native, Vue.js,
NodeJS, OpenCV, Django, Flask,
Scrapy, Redis, PostgreSQL,
socket.io, Elasticsearch,
SQLAlchemy, JQuery, Bootstrap



Full-Stack Developer, Encyclokidia.com

Remote — Oct 2016-Oct 2017

Worked as Full-stack developer in building crawling infra from scratch which included building spider, data validation modules and data import modules. Currently encyclokidia spider crawls more than 10 website and fetch more than 30,000 events every week.

Managed entire tech stack at encyclokidia for 6 months. Created additional feature in django admin to minimize operational team efforts.

- Build crawling infra from scratch also created more than 20 spider to crawl events from various website.
- Added new functionality in django to fulfil management team requirement.
- Fixed frontend bugs.
- Helped CEO & CTO in tech recruitment by taking part in interview process.

Frontend Developer, Greedy Game Media

Bangalore — Aug 2016 - Oct 2016

As Front-End developer at greedygame my responsibility was to create interactive and engaging HTML pages and redesign publisher panel for publisher which help them to track their campaign performance.

Accomplishments

- Build interactive HTML interstitial Ad pages for brands like Zalora, One Plus and Pass-Pass.
- Redesigned Publisher Panel which was used by game publishers.
- Added google analytics across publisher panel to track user interaction.

TOOLS AND API

Webpack, GraphQL, Git, AWS, GAE, Docker, Websocket API, Sketch, Photoshop, Illustrator, Google Map Javascript API, Blender Python API, Twitter API

ACHIEVEMENT

Shortlisted for Harvard US-india Initiative 2015

University Level Math Quiz Winner 2014

Participated in INNOVATOR 2013 conducted by CII

Google App Development Challenge Ranked 25 in category

Participated in NASA Space Settlement Contest 2010



Software Developer, Skoov.com

Bangalore — Dec 2015-June 2016

As a software developer at skoov.com my responsibility is to make Query processing better to deliver better search results. I also take care of website frontend which includes designing changes and performance optimization.

Real Time price update and Feature search modules are my major contribution which I have developed using TDD methodology.

Accomplishments

- Build module for Real-time price update across 25+ E-commerce website.
- Improved search result accuracy with 10% by improving heuristics.
- Build one of kind feature based search module which made electronics (laptop, mobile) feature like ram, storage, processor searchable.

PROJECTS

Real Time twitter hashtag feed

Role — Full-stack

Given a hashtag this web app shows live tweets from twitter. Developed as a side project during long weekend.

This project was an experiment to understand and implement websocket from frontend to backend. Used Angular.js for frontend and flask for backend.

Game Vicinity, B.Tech final year project

Role — Architect, Developer

An racing game track generator which takes video input and generates 3D mesh of track which can be used in game engine to build games.

- Build it using OpenCV python Library and Blender python API.

ACTIVITIES

1. Tech Lead, TEDxMambalam IIT Madras
2. Tech Lead, TEDxHindustanUniversity
3. Organising Team Lead, IBNC with ACM & IIT Delhi
4. UI Designer and Developer Nuage (Department level symposium)
5. IEEE Student Member, Chennai Chapter
6. Volunteer, The Green Nest Chennai



