SIDDHARTH SINGH RANA

Bringing 4 months of hands-on experience with Meta, coupled with a solid foundation in computer science. Eager to leverage this practical experience and academic knowledge to excel as a Software Engineer.

EDUCATION

Graphic Era Hill University - CGPA: (9.2/10)

Bachelor of Technology in Computer Science and Engineering

Dehradun, India Aug. 2021 - May 2025

SOFTWARE ENGINEERING EXPERIENCE

1. Meta (Facebook), Major League Hacking

Remote, New York, NY

Software Engineering Intern 💊

September 2023 - December 2023

- Contributed to Meta's open-source project Laser and Sacremoses, utilized by numerous companies.
- Rectified issues within language lists, enhancing user accessibility and comprehension.
- Attained full parity between Perl and Python scripts in the latest **Sacremoses release(0.1.0)**.
- Conducted user demonstrations showcasing the functionalities of the Laser project.

2. Solabule (Superteam - Solana Foundation)

Remote

Founder & Web3 Developer &

September 2024 - Present

- Founded and actively developing Solabule, a Solana-powered multiplayer gaming platform.
- Architected **Solabule** using **Solana** libraries, enabling decentralized transactions for **gaming dApp**.
- Secured funding from Solana Foundation & CoinDCX, for development of the platform.

PROJECTS

1. The Feedback Loop | React, Javascript, Node, Keras, Flask, Docker

- Video analysis tool for **content creators**, providing **personalized** video feedback.
- Compare videos against creations from top 1% creators based on audio and visual elements.
- Deployed on AWS using Docker for Queue-based Worker Selection, and the Service on Vercel.
- **2. Go Link Tree** | Golang, React, Typescript, AWS



- Personalized Linktree for storing social media links for fast access.
- Developed with Golang, featuring JWT for Secure Login, and Optimized for Speed.
- Deployed using Vercel, complemented by Golang backend on Render.
- **3. MERN Stack-based Chat Application** | React, Javascript, Node, WebSocket, AWS, Vercel
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- Chat application with **personal** and **group chat**.
- Enabled with real-time communication using **Websockets**.
- Implemented secure login standards in Node.js to ensure user security.
- **4. Ludo Game** | React, Tailwind, Typescript, WebSocket



- Developed a multiplayer Ludo game with real-time actions using WebSockets.
- Structured the project with **Turborepo** for efficient **Monorepo** management.
- Implemented Recoil for Efficient Global State Management, Enhancing Program Clarity.
- **5. JobLinker** | Golang, React, Typescript, Gemini



- Developed a job search tool to provide relevant jobs according to the user **resume** and **preferences**.
- Integrated Gemini for resume parsing and Google Search API for fetching job listings.
- Complemented with a frontend that displays job headings, links, descriptions, and images.

SKILLS

Languages: Javascript, Typescript, Golang, Python, Bash

· Containerization concepts

• Docker Compose for multi-container applications

· Dockerfile creation

Frameworks: Next.js, Express.js, TurboRepo Databases: MongoDB, MySQL, PostgreSQL, Oracle DB Tools & Platforms: Git, Github, Amazon AWS, Docker Other Skills: Linux, CI/CD, Web Sockets **CERTIFICATES** • 100x Devs 0-100 Cohort G · JavaScript, async nature, Node.js • MongoDB, PostgreSQL, Typescript • Express.js, middleware, routing, serverless • React, state management, Tailwind CSS • Docker, AWS deployment, CI/CD • Git Essential Training: The Basics in • Version control with Git · Branching and merging · Collaborative workflows • Learning Docker (2018) in