

Himesh Waghela

Mumbai, Maharashtra

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EDUCATION

- **K. J. Somaiya Institute of Technology** Mumbai, India
• *Bachelor of Technology - Computer Engineering* 2025 – 2029

SKILLS SUMMARY

- **Languages:** Python, JavaScript, C, HTML, CSS, Bash
- **Web Development:** React, Next.js, REST APIs, Client-Side Debugging
- **Linux & Systems:** Linux (Bare Metal), Bash Scripting, Process Management, System Debugging, SSH
- **Backend:** Asynchronous Programming, File Handling, Web Scraping, API Integration
- **Tools:** Git, GitHub, Docker, VS Code, Browser Developer Tools
- **Platforms:** Linux, Android, Web, Windows

PROJECTS

- **CodeQuest — TypeScript, React, Next.js:** Developed a full-stack educational web application for first-year Mumbai University students to learn C programming.
 - Implemented complete authentication flow including account creation, email verification, login, and protected routes.
 - Built CRUD functionality for user progress, content management, session handling, and a basic leaderboard system.
 - Implemented graceful offline detection that immediately switches to an offline state when connectivity drops, preventing session interference.
 - Designed the application to support 100+ active users with scalable and maintainable architecture.
- **Audire — Python, Web Scraping, APIs:** Built an asynchronous Python package to search, aggregate, and retrieve music download links from multiple platforms.
 - Implemented concurrent scraping and API calls to reduce response time by approximately 40%.
 - Designed modular components to simplify extension to additional sources.
- **URL Shortener API — Python, REST API:** Designed and implemented a backend REST API for URL shortening with focus on performance and reliability.
 - Implemented URL generation, redirection, expiry handling, and analytics-ready data structures.
 - Added validation, rate limiting, and robust error handling for edge cases.
 - Structured the service for containerized deployment and future scalability.
- **Game Zone — HTML, CSS, JavaScript:** Created a browser-based gaming platform featuring multiple mini-games with responsive UI and optimized client-side logic.

EXPERIENCE

- **Linux Systems & Open Source Development** Self-Managed / Remote
• *Contributor*
 - **Linux Usage:** Used Linux exclusively on bare metal for over 2 years, gaining hands-on experience with system configuration, package management, troubleshooting, and performance tuning.
 - **Kernel Engineering:** Compiled, modified, and upstreamed a Linux kernel for an older Android device by debugging hardware compatibility and build issues.
 - **Server & SSH Usage:** Worked with Linux servers over SSH for development, testing, and debugging during kernel and automation projects.
- **Automation & Bot Development** Remote
• *Python Developer*
 - **Telegram Bot Contributions:** Contributed to 10+ Python-based Telegram bots using Pyrogram and Telethon, implementing automation workflows and API integrations.
 - **Yoshitsu Bot:** Designed, deployed, and maintained a multi-purpose Telegram bot serving hundreds of users, focusing on asynchronous processing and reliability.
 - **API Integration:** Worked extensively with third-party APIs, handling authentication, rate limits, failures, and retries.

LEADERSHIP & RESPONSIBILITIES

- **Batch Representative:** Coordinated academics and communication for a batch of 20+ students, acting as the primary point of contact.
- **Student Mentor:** Supported over 500 first-year students by providing notes, doubt resolution, and exam preparation guidance.
- **Community Administration:** Administered and moderated Telegram communities totaling 85,000+ members, managing engagement and moderation.