Ishan Raghav

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EDUCATION

A.K.T.U Technical University
BACHELOR's OF TECHNOLOGY (HONS.) COMPUTER SCIENCE
August 2014 - 2018 | Ghaziabad, U.P., India
Classification: First Class

EXPERIENCE

Vinove Softwares | Software Developer
June 2024 – Present | Noida
- Working on crypto lottery game based on private blockchain (Hyperledger Besu).
- Created token contract with staking and also created lottery contract for purchasing NFTs based randomly generated tickets using rando protocol with other functionalities.
- Worked on creating the backend functionalities and APIs using typescript for user side and admin side both for lottery and jackpot model.
- Worked on coinpayment gateaway and changelly for purchasing, depositing and withdraw crypto using fiat currency.

SafeLaunch | Developer
April 2024 – June 2024 | Remote
- Developed secure pre-sale smart contracts for the IDO LaunchPad, ensuring robust security measures through the utilization of well-tested OpenZeppelin libraries.
- Designed vesting smart contracts for linear release of vested amounts to contributors, ensuring fair and transparent distribution.
- Implemented KYC functionality using KYCAID APIs on the frontend, enhancing user/Project Owner verification processes for security.
- Created frontend interface using React to host sales, and integrated with smart contracts using Web3.js.
- Integrated crypto wallets such as MetaMask and Coinbase to the frontend.

CIFDAQ | Smart Contract & Backend Developer
May 2023 – Dec 2023 | Remote
- Spearheading the development of secure MPC-based hybrid and non-custodian wallets using javascript, Web3.js and Smart Contracts with robust frontend and backend implementation.
- Developed smart contracts for both Private and Public token sales, implementing a linear vesting release mechanism spanning over 14 months. Utilized the BookyPooBah DateTime Library within the Hardhat framework for precise and reliable date-related functionalities.
- Collaborated closely with frontend, Android, and iOS teams to seamlessly integrate smart contract endpoints into a highly scalable application.

Adcrack Media PVT LTD | Smart Contract & Backend Developer
June 2022 – April 2023 | Remote
- Engineered and integrated in-game tokens, collectibles, and an in-game marketplace using smart contracts on Polygon chain while using different ERC protocols and OpenZeppelin libraries. GNOSIS safe for multi-chain.
- Optimized Solidity and Node.Js code for superior performance by adhering to Ethereum's best practices, especially tailored for the mobile-based TPS game "Anarchy.

SKILLS

PROGRAMMING
Over 4000 lines:
Node.js • Solidity • Java
Over 3000 lines:
Web3.js • JavaScript

Familiar:
Typescript • ReactJS

VCS & BUILD TOOLS
Git • Putty • Hardhat • Express

CLOUD SERVICES
Familiar:
AWS • GCP

Other Languages
HTML • CSS • Arduino • PHP

Databases
MySQL • MongoDB

Projects
Crypto Lottery Game On Besu
IDO LaunchPads
Web3 based TPS Game
MPC Crypto Wallet
NFT Marketplace
RealTime ChatApp (using socket.io)
Forking Uniswap V3
Emailsender(using PHPmailer & Nodemailer)
Android Apps (using JAVA)

COURSEWORK
ERC20. ERC721, ERC1155,
Openzeppelin,
Computer Systems
Data Analysis
Computer
Simulation
Functional Programming
OOP Programming
Software Engineering
Algorithms and Data
Structures

INTEREST
Football, Table Tennis

Freelancing | Developer
Feb 2021 − May 2022 | Remote
- Built "Vourier," a comprehensive courier solution, featuring a user-friendly dashboard for both customers and service partners. Employed HTML, CSS, and JavaScript for the web interface, Java for Android applications for customers and riders, and integrated diverse courier APIs for seamless operations.
- Developed MYSQL queries in PHP, orchestrating the integration across multiple websites and Android applications.
- Additionally, successfully integrated Uniswap V3 with a DeFi project, executing a fork of the Ethereum mainnet to rigorously test and validate all required functionalities

IIT DELHI | Junior Researcher
Aug 2019 − Jan 2021
- Led comprehensive activities including code and unit testing, and crucial simulations for Gallium-Nitride (GaN) based High-Voltage RF Devices tailored for Defense/Space applications, successfully addressing critical issues.
- Pioneered the design and development of an "Air Purifier" utilizing micro-controllers, specifically Arduino Uno, coupled with an Android app-based interface developed in Java.
- Engineered a user-friendly android app-based interface enabling remote control of a DC motor using Arduino Uno and GSM shield.