

# Gurprit Singh

Senior Software Engineer • Full-Stack

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Senior full-stack engineer with 6+ years shipping performant web and cross-platform products across venture-backed startups and enterprise teams. Recent work spans real-time systems, AI agents, and native macOS/Swift applications, with deep strength in TypeScript, React, and Node.js. Track record of owning features end-to-end—from architecture and data layer to UI and release—and delivering measurable performance and engagement gains.

## TECHNICAL SKILLS

<b>Languages</b>	TypeScript, JavaScript (ES6+), Swift, Kotlin, Go, Java, C++, Python
<b>Frontend</b>	React, Next.js, React Native, Zustand, Tailwind CSS, Storybook
<b>Backend &amp; Real-Time</b>	Node.js, Express, WebRTC, Supabase, MongoDB, SQL
<b>Cloud &amp; Tooling</b>	AWS (Lambda, Rekognition), Docker, Auth0, Webpack Module Federation, Playwright, Sentry, Git
<b>Security</b>	OWASP ZAP, Burp Suite (XSS, CSP & open-redirect remediation)

## PROFESSIONAL EXPERIENCE

- Software Engineer** Sep 2025 – Mar 2026  
*Sensei (Sutter Hill Ventures-backed)* Remote – California, US
- Architected a type-safe template query system giving the frontend compile-time-validated access to real-time, socket-streamed data from a backend entity graph, cleanly decoupling display logic from data access across the agent application.
  - Optimized the client-side real-time data layer by evolving the entity store from a key-value implementation to a glob-based and ultimately a trie-based store, materially improving lookup performance for live entity updates.
  - Built the frontend for an in-app AI agent chat experience backed by a custom agent, managing conversation and application state with Zustand.
  - Implemented meeting recording on a custom WebRTC pipeline that streamed audio packets to an in-house transcription service for real-time transcripts.
  - Developed an offline-first, eventually-consistent block-based note editor for live sales meetings, ensuring notes persisted locally and synced reliably to the server.
  - Built user settings and preferences for the Swift macOS notetaker app (Supabase storage, native messaging for Swift–web communication), cut page load times, and re-architected the UI from a 9:16 to a wideview layout; added Slack channel linking and bot alerts, contributed entity-graph props/calc-props, and owned multiple app and backend release integrations.
- Lead Software Engineer** Jul 2025 – Aug 2025  
*Randstad (Client: Walmart)* Remote
- Led engineering on the engagement team, maintaining and extending a large-scale Java-based content management system within Walmart's enterprise codebase.
  - Designed and shipped an AI onboarding agent that helped new engineers ramp quickly across a massive codebase—the team's first production-deployed agent.
- Full-Stack Consultant** Nov 2024 – Jan 2025  
*Cofeee.io* Remote
- Led end-to-end development of the HOI Travel app, achieving a 4+ star rating on the Google Play Store.
  - Built a one-tap airport Wi-Fi connection feature, letting travelers connect to airport networks instantly and significantly improving onboarding convenience.
  - Implemented a merchant portal backend in Node.js that streamlined store operations and boosted merchant-driven sales by 20%, and raised frontend test coverage to 90%.
- Senior Software Engineer, Frontend** Jun 2024 – Sep 2024  
*Cvent* Bangalore, IN
- Spearheaded a scalable, headless React-based design system adopted across 3+ product verticals using Storybook, TypeScript, and Base UI.

- Hardened the frontend security posture by remediating XSS, CSP, and open-redirect vulnerabilities surfaced in internal penetration tests.
- Built UI regression testing pipelines with Playwright and Docker-based snapshot isolation, improving coverage by 40%, and shipped UTM-based event analytics that improved attribution visibility for marketing.

## Software Consultant

Jan 2024 – May 2024

*Cofeee.io*

Remote

- Designed and delivered the Burn & Earn rewards module for FanCraze using Next.js and AWS Lambda, driving a 15% spike in NFT burns and improving retention KPIs.
- Built an Instagram-style image capture/upload flow with progressive enhancement that reduced onboarding churn on the Thursday dating app by ~25%, and optimized FanCraze core web vitals for faster critical flows.

## UI 2 Engineer

Jan 2023 – Dec 2023

*Let's Transport*

Bangalore, IN

- Built company-wide SSO and role-based access control with Auth0 and Next.js, cutting internal login time by 60%.
- Engineered native Android modules for SMS-based OTP retrieval in Kotlin and open-sourced a native Phone Hint API for React Native; shipped bidding functionality that increased user activation by 25%.
- Created a document management system with automated OCR and fraud-detection hooks using AWS Rekognition and Lambda, plus a geofencing module for driver safety.

## Frontend Engineer

Nov 2020 – Sep 2022

*InVideo*

Remote

- Built a layered timeline for the web video editor in React using IMGUI rendering, improving performance and feature modularity.
- Drove a microfrontend migration by modularizing core editor features (timeline, media panel) with Webpack Module Federation, and implemented a frontend CI/CD pipeline that cut build times by 50%.
- Shipped a Templates Panel reaching 25% adoption among new users and advanced editing features (ripple-delete, audio trimming, voiceovers); monitored app health via Sentry to triage and prioritize critical fixes.

## Frontend Developer

Nov 2019 – Oct 2020

*Ebeta Innovations*

Remote

- Built end-to-end web platforms for food logistics (Instapizza) and food-waste management (Eatiz) using React, Redux, and Firebase.
- Developed Hagbad, a social lending app integrating Stripe and Plaid for real-time payments, contributing to a pilot launch in under 3 months.

## SELECTED PROJECTS

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<b>Eventza</b>	Event-booking platform for international markets, built with Next.js (path-based locale routing) and PostGIS + Redis for geospatial venue search; exploring 3D venue capture via Gaussian splatting.
<b>2DPhysX</b>	A 2D rigid-body physics engine in C++ with SDL—particle dynamics, SAT collision detection, and texture rendering.
<b>Brawl TV</b>	A live-streaming application built with React Server Components and Node.js.
<b>Net-Spec</b>	Real-time IPv4/IPv6 network monitoring for Windows, built in Go with the Win32 API and Fyne UI.

## CERTIFICATIONS & CONTINUED LEARNING

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Practical Deep Learning — fast.ai (in progress)

Mathematics for Machine Learning: Multivariable Calculus — Imperial College London (Coursera)

Mathematics for Machine Learning: Linear Algebra — Imperial College London (Coursera)