Shaik Yajash

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EXPERIENCE

Software Development Engineer Intern Sept 2025 – Present
Garden.finance

- Engineered a Rust service to enable HTLC-based atomic swaps between Spark and various blockchain networks including Bitcoin, Ethereum, and Solana — spawning isolated per-swap wallets and driving each through a custom state machine to reliably settle trades.
- Architected a scalable analytics service in Rust with advanced device fingerprinting, improving user tracking accuracy by 15% across 50K+ daily active users.
- Built an AI-integrated MCP agent and LangChain adaptor with a frontend interface, reducing agent-to-user response latency by 30%.
- Implemented a Rust-based cryptographic algorithm for internal tools, enhancing performance and maintaining compliance with security standards.
- Engineered the backend for "Standard," a multi-chain Wallet-as-a-Service (WaaS) serving dApps with HD wallet capabilities, and reduced inter-service coupling through migration to a hexagonal architecture.

PROJECTS

Real-Time Polling Platform GitHub | Live Demo
Rust, PostgreSQL, Docker, Amazon ECS, Passkey Auth, SSE

- Built a passwordless polling platform in Rust with passkey authentication and Server-Sent Events (SSE), achieving sub-200ms vote propagation to concurrent users.
- Ensured atomic vote recording using PostgreSQL transactions with zero data inconsistencies, and reduced Docker image size by 60% through optimized multi-stage builds.
- Deployed on Amazon ECS with auto-scaling, maintaining 99.9% uptime.

Rust Parallel CLI Tool GitHub
Rust, Concurrency, Multithreading, Thread Pools

- Built a Rust CLI tool mirroring GNU Parallel, enabling concurrent command execution across threads and achieving a 40% reduction in batch script execution time.
- Implemented channel-based and shared-state concurrency models with a custom thread pool for efficient parallel task scheduling.

Real-Time Multiplayer Game GitHub
WebSockets, WebRTC, Node.js, JavaScript

- Developed a real-time multiplayer game using WebSockets, achieving sub-50ms state synchronization latency for 20+ simultaneous players.
- Integrated WebRTC for peer-to-peer video communication with under 100ms connection setup, enabling seamless live in-game interaction.

TECHNICAL SKILLS

Languages: Rust, C++, TypeScript, JavaScript, Solidity
Frameworks & Runtimes: Node.js, Axum, Express.js, React.js, Next.js
Cloud, DevOps & Tools: Docker, AWS ECS, CI/CD Pipelines, Git
Systems & Networking: Concurrency, Multithreading, WebSockets, WebRTC

ACHIEVEMENTS

- **Smart India Hackathon (SIH) Finalist** – Built a healthcare services platform serving 3 user roles as part of a 6-member team. Sept 2024
- **1st Runner-Up, Datathon** (Pickl.AI × TansOrg) – Developed an ML model achieving 92% accuracy for automated loan approval. April 2024

EDUCATION

Lovely Professional University Phagwara, Punjab
Bachelor of Technology – Computer Science and Engineering; CGPA: 7.54 Aug 2022 – Aug 2026

Sri Chaitanya College Andhra Pradesh, India
Intermediate; Percentage: 95% June 2019 – May 2021