Shubham Panth

Junior Software Developer

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PROFILE

Driven Junior Software Developer with strong proficiency in **Java**, **TypeScript**, and **C#**, specializing in both front-end and back-end development. Experienced in building scalable web applications, collaborating in agile teams, and contributing to **open-source projects**. I am currently taking a gap year and plan to pursue a Master of Science in Computer Engineering (*Civilingenjör i Datateknik*) starting in HT2025 at KTH (Royal Institute of Technology).

Skilled in using tools such as **Jira**, **Git**, **Docker**, and platforms like **Airtable**, **Vercel**, and **Heroku** to streamline development processes and manage projects effectively. Passionate about learning emerging technologies and eager to apply technical skills to solve complex challenges and contribute to impactful software development projects.

PROGRAMMING LANGUAGES

C# — Expert
- Developed game logic and backend systems with **Unity3D**
- Built real-time servers with **ASP.NET Corex**
- Contributed to **DarkRiftNetworking**, a high-performance networking solution for Unity

TypeScript / JavaScript — Proficient
- Full-stack development with **Node.js** and frameworks like **Astro**
- DOM manipulation, event handling, and server-side scripting

Java — Proficient
- Backend development with **Spring Boot** and **Hibernate**
- Created REST APIs and microservices architecture
- JUnit for unit testing

Python — Proficient
- Backend development with **Flask** and **Django**
- Experience with data analysis and automation using **Python** scripts

FRAMEWORKS, TOOLS, & PROJECT MANAGEMENT

Git — Proficient
- Version control for collaborative software development
- Branching, merging, and resolving conflicts

Jira — Proficient
- Agile project management and task tracking
- Sprint planning, issue tracking, and team collaboration

Docker — Proficient
- Containerization for development and deployment
- Orchestrating services using Docker Compose

Vercel — Proficient
- Frontend cloud platform for static sites and web projects
- Integration with Git and deployment pipelines

PROFESSIONAL EXPERIENCE

HQ Engineering & HCB Operations   2023 – present
Hack Club 🔗   Remote, Sweden
- **Led engineering efforts** on open-source projects like **Sprig**, **hack.af**, and **Scrapbook**, improving both backend and frontend systems with **JavaScript** and **Node.js**
- **Enhanced system stability** by developing new features and fixing critical bugs, contributing to better user experiences across Hack Club's digital platforms.

- **Provided 1:1 support** for young creators in the **fiscal sponsorship program**, and **managed communications** through **Slack** and email to address global support requests.
- **Reviewed applications** for perks, aiding hackathon organizers and student initiatives.

Game Developer
Unordinal AB ⁎

2022 – 2023
Stockholm, Sweden

- Developed a Unity plugin allowing developers to deploy game and server files to the cloud with one click, automating server setup and monitoring via a custom dashboard.
- Worked on both front-end and back-end, using C# for Unity integration and TypeScript/React for the dashboard.
- Contributed to DarkRift2, fixing key issues and participating in efforts to make it open-source.
- Improved game server deployment processes and enhanced productivity for developers using the Unordinal platform.

EDUCATION

Master of Science in Computer Science and Engineering (Civilingenjör)
KTH Royal Institute of Technology ⁎

2024 – 2027
Stockholm, Sweden

- 5-year integrated program (300 ECTS), covering both Bachelor's and Master's degrees
- Focus areas: Software Engineering, Machine Learning, Data Structures, Algorithms

ORGANIZATIONS

TeenHack Stockholm ⁎
Founder & Lead Organizer

2022 – present
Stockholm, Sweden

- Organized and led **TeenHack Stockholm**, the first hackathon for teenagers by teenagers in Sweden
- Secured fiscal sponsorship for the event, managing fundraising efforts and handling operational tasks
- Directed the entire hackathon event from planning to execution, including engaging and managing volunteers
- Built partnerships with sponsors and industry leaders to support student innovation and development
- Provided mentorship and guidance to participants in developing new technology projects during the hackathon