

Ravi Shankar

DEVELOPER · ENGINEER · MANAGER

✉ coder@waffles.space

🏠 <https://waffles.space>

🔗 quantum-pilot

🌐 Ravi Shankar

[REDACTED] information is available on request

Skills

Languages

Rust, Python, Go, TypeScript, HTML5, SQL, Swift, Bash, Pinescript

Spoken Languages

English, [REDACTED]

Technologies

Docker, Kubernetes, VueJS, Git, Unix

Practices

Version-controlled, Agile, Test-driven, RESTful, Service-oriented architecture

Experience

Staff Engineer | Engineering Manager

Berlin, Germany

[AI ANNOTATION COMPANY - REDACTED]

December, 2025 - Present

- Managing a team of 12 engineers to build a scalable platform for AI annotation and workforce management.
- Contributor to scoping, engineering design and development of product features and roadmap, collaborating with cross-functional teams, communicating to stakeholders and clients.
- Enabling engineers to use AI tools safer and better, and optimizing processes to improve delivery efficiency.

Senior Backend Engineer

Remote

[AI ANNOTATION COMPANY - REDACTED]

January, 2023 - Present

- Core contributor for multiple domains from API endpoints and jobs processing to workflows for workforce.
- Wrote a scalable hybrid video transcoder that accepts user videos to generate HLS stream for UI and thumbnail videos for training and prediction.
- Rewrote an old caching layer which greatly improved app performance.

Blockchain Engineer

Remote

[CRYPTO COMPANY - REDACTED]

January, 2022 - October, 2022

- Contributor to bridging C-based Bitcoin system with Rust-based substrate.
- Debugged and squashed bugs in the C/C++ codebase on a weekly basis.

Backend Engineer

Remote

[AI ANNOTATION STARTUP - REDACTED]

November, 2019 - October, 2021

- Initiated and migrated a number of functionality from Python monolith backend to Golang/Python microservices - image processing, authentication/authorization with rate limiting, async jobs processing, etc.
- Implemented/optimized major product features in backend API - credit system, long running jobs, video processing, data replication/maintenance, webhooks, etc.
- Added a caching layer for efficiently triggering training/prediction services which gave a performance boost.
- Added webassembly support for frontend to efficiently encode/decode RLE label data from backend API.

Senior Software Engineer

[REDACTED]

[BIOINFORMATICS COMPANY - REDACTED]

April - September, 2019

- Initiated and incrementally ported the backend pipelines in Python to Golang.
- Co-authored an analytics engine (in Python and Rust) for monitoring AWS services.
- Creator (and past contributor) to [REDACTED] - an open source OpenAPI tooling library [REDACTED].

Cofounder / Engineer

Remote

[CLOUD PROVIDER STARTUP - REDACTED]

October, 2018 - March, 2019

- Built an automated platform-agnostic operator for managing Kubernetes clusters without having to rely on a cloud provider's Kubernetes engine - it supports autoscaling nodes on demand, partitioning/attaching/cleaning up disks, creating/managing load balancers and deploying apps using Helm charts without the use of `kubectl` / `helm` CLI.
- Aided a client in migrating their apps to Kubernetes clusters (in Azure) using the operator.
- Wrote a tool for automating deployment of internal web apps through CI for review, staging and production.

Full-stack Developer

Remote

[DESIGN & DEVELOPMENT STUDIO - REDACTED]

October, 2017 - September, 2018

- Core contributor to building a scalable e-commerce platform (in Swift) backed by CockroachDB and gated by an OAuth2 service for RBAC (in Golang).
- Implemented multiple features (payments, checkout, warehouse management, etc.) for storefront and admin apps (in VueJS) for the e-commerce platform.
- Wrote a bot library for [REDACTED] app in Rust.

Full-stack Developer

California, USA

[BLOCKCHAIN-BASED PRODUCT STARTUP - REDACTED]

June - August, 2017

- Contracted for a YC startup (S-17 batch) that developed blockchain-based applications for insurance brokers.
- Wrote backend services for chat, auth and crypto (in Rust), worked on the webapp (TypeScript) and owned deployments in a Kubernetes cluster in Azure.

Backend Developer

[REDACTED]

[BIOINFORMATICS COMPANY - REDACTED]

January, 2016 - February, 2018

- Wrote utilities in Rust for bulk parallel processing of DNA sequence data in FASTQ, SAM and VCF file formats.
- Wrote a species finder that matches and maps sample DNA data to find known species.
- Wrote a sequence aligner which uses Burrows-Wheeler transform and FM-index to backtrack and map DNA sequences to the human reference genome.

Projects

Onchain Scanner

 [quantum-pilot/onchain-scanner](https://github.com/quantum-pilot/onchain-scanner)

DESIGNER/DEVELOPER

June - July, 2024

Uses AWS Lambda functions from all regions to fetch OHLC candlesticks of onchain (crypto) tokens in parallel, performs candlestick analysis for potential opportunities and sends Discord notifications.

Ace Away

 [quantum-pilot/ace-away](https://github.com/quantum-pilot/ace-away)

DESIGNER/DEVELOPER

August - September, 2019

3-5 player card game written in Golang and VueJS. Supports multiple live rooms for players.

ASCII Art Generator

 [quantum-pilot/ascii-art-generator](https://github.com/quantum-pilot/ascii-art-generator)

DESIGNER/DEVELOPER

May - July, 2019

Extracts key details from images and generates an ASCII sketch - initially written in Python, later ported to Rust, now running in pure Webassembly.