Sameer Anant Kolhar

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EDUCATION

New York University

Masters of Computer Science

New York, NY

September 2023 - May 2025

Pune, India

June 2016 - May 2020

Pune Institute of Computer Technology, Pune University

Bachelor of Engineering in Computer Engineering

SKILLS

Programming Languages: TypeScript, Haskell, Go, Java, Python, C++, Kotlin, Rust

Skills: Data Structures, Algorithms, AWS, Docker, Kubernetes, React, Kafka, PyTorch, TensorFlow, SQL, Node.js

EXPERIENCE

San Francisco, USA Hasura (SF-based unicorn building a Graph QL data access layer - used by teams at OpenAI) Software Engineer November 2022 - August 2023

 Streamlined the billing automation system for Hasura Cloud to revolutionize workflow efficiency; eliminated repetitive tasks resulted in an impressive increase of 80% in engineering productivity while accelerating client onboarding.

• Led the end-to-end engineering efforts on Schema Registry, leveraging cross-functional collaboration to manage GraphQL schema changes and prevent breaking deployments. Decreased production deployment failures by 40%.

Klarna (Swedish fintech giant with 15B USD valuation, provides Credit & Banking services) Stockholm, Sweden Software Engineer II October 2021 - October 2022

- Spearheaded the design and implementation of a SEPA-Instant payment service, achieving transaction processing times under 20 seconds while ensuring alignment with compliance standards for secure financial transactions.
- Architected new payment reversal APIs reducing payment return processing time by 98%. Lowering turnaround time from 4 days to under 5 minutes.

Hasura (Series-C funded Graph QL startup powering mission-critical apps at Atlassian & NASA) San Francisco, USA Software Engineer August 2020 - October 2021

- Implemented graphql-ws protocol support for the GraphQL engine. Improved latency for GraphQL subscriptions by 15%
- Orchestrated a feature to translate GraphQL queries to REST endpoints (Haskell). Elevated API versatility and adoption by 10%.

Software Engineering Intern

June 2020 - July 2020

- Created modular React components that optimized the interface of the Hasura Console, enabling rapid deployment of new features; this enhanced development cycle efficiency by 20% and shortened time-to-market for updates.
- Converted legacy JavaScript systems into a robust TypeScript foundation, enhancing code maintainability. Updated documentation to reduce new developer onboarding time by two weeks.

23ML(Entrepreneurial venture)

Bengaluru, India

Co-founder & Lead Developer

February 2019 - April 2020

• Innovated and launched an event management platform for Indian institutions like IIM-Ahmedabad, IIT-Guwahati, and IIT-Kharagpur. Systematized event registration, communication, and feedback loops, boosting attendee engagement by 30%. Selected for incubation by the Atal Incubation Centre, an initiative by the Government of India.

Helpshift (Series-C funded startup building a mobile-first customer service platform)

Pune, India

Software Engineering Intern

October 2019 - February 2020

• Devised interactive widgets with React for the customer support UI, increasing client engagement by 15% and reducing average response time by 20%. These widgets streamlined communication, improving customer satisfaction and overall user experience.

Smallcase (Startup that offers pre-built and managed investment portfolios)

Bengaluru, India

Software Engineering Intern

June 2019 - September 2019

• Built the Screener interface with Next.js, employing server-side rendering and modular components to enhance speed and usability, enabling 10,000+ Indian investors daily to analyze stocks.

Projects & Volunteering

- Task Scheduler: Deployed a robust distributed task runner that is fully fault-tolerant, scalable across 10+ nodes and can perform tasks concurrently. Using **grpc** and **docker** for implementation.
- Open Source Contributor: Contributor to diverse open-source projects including dice-db(realtime database), artichoke(ruby runtime) and wasp (programming language) with 30+ merged pull requests.
- Coding Facilitator, The Apprentice Project (TAP): Taught Computer Science fundamentals to 40+ students from grades 8-10 using Scratch. Mentored 2 teams competing in the nationwide intra-TAP hackathon.
- Rust Community Contributor: Co-editor for this-week-in-rust newsletter. With over 500+ issues published so far.