

Harman Kamboj

Senior Full-Stack Engineer — Web3 · AI · Interactive

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SUMMARY

Full-stack engineer building software since age 7 and shipping it professionally for over a decade. Shipped the web platform for a top-10 cryptocurrency, enterprise booking systems, DeFi protocols, and mobile apps with hundreds of thousands of installs. Fluent across Go, Node, and TypeScript backends and React and Svelte frontends, with real depth in game engines, native mobile, and on-chain tooling. Fully remote, comfortable in any timezone.

EXPERIENCE

Shiba Inu

2024 — Jul 2025

Senior Full-Stack Engineer · Remote

- Built the full **developer portal** and the public marketing sites for a top-10 cryptocurrency.
- Built the web side of the **metaverse** experience.
- Built **Subsquid indexers** for on-chain data, plus the cross-chain **bridge** and the token **swap**.
- Worked across the stack — Go, Node, and TypeScript on the backend; React and Svelte on the frontend.

Toptal — Senior Engineer (Contract)

2021 — 2023

Remote · engaged through the Toptal network across four clients

- **Endeavor** (global sports & entertainment group) — Senior Backend Engineer on OpenSpeaker, an enterprise platform for booking talks and meetings with high-profile speakers. Node, TypeScript, React, GraphQL.
- **GatheredHere** (Australia) — Full-stack engineer on Australia's largest funeral-services platform; built frontend and backend on Next.js.
- **ElasticSwap (\$TIC)** — Built The Graph API, on-chain indexing, and the exchange frontend for a DeFi decentralized exchange. TypeScript, React, GraphQL.
- **Zvoid** — Built a YouTube analytics tool combining API data, scraping, and AI suggestions, then ran a local development office shipping web apps, mobile apps, Roblox games, and AI/AGI work.

Gometa (Koji)

2020 — 2021

Full-Stack & Game Engineer · Remote

- Built most of the **templates** creators used to make Kojis on the platform.
- Shipped many Kojis and games, and ran the approval and allocation workflow for new apps and games.
- Worked across React, Angular, Svelte, and Vue, plus the web game stack — PlayCanvas, Phaser, Three.js, PixiJS.
- Built games in Unity and Godot, with JavaScript bridges into both engines.

Scaleflow

2018 — 2019

Software Engineer — sole IC · Remote

- Sole full-time engineer on a sprint-productivity app built by former CEOs to sharpen how their teams run every sprint.
- Worked directly with the CTO, alongside one part-time developer, owning the build end to end.
- Built on Ember.js and Ruby on Rails.

Lead Developer · Chennai, then remote

- Led development at an EdTech working with local universities as it grew into a software services business.
- Delivered the **Bewakoof** e-commerce site and a wide range of other client projects, including Frappe builds.
- Built IoT systems and native mobile apps in Java, Kotlin, and Swift, later moving the team onto React Native.
- Shipped Google Play apps reaching **100,000+, 50,000+, and 10,000+ installs**.

SKILLS

Languages	Go, TypeScript, JavaScript, PHP, Python, Java, Kotlin, Swift, C#
Frontend	React, Next.js, Svelte, Vue, Angular, Inertia.js, HTML / CSS
Backend	Node.js, Laravel, GraphQL, REST APIs, The Graph
Web3	DeFi, on-chain indexing (Subsquid, The Graph), bridges, token swaps
Game & Interactive	Unity, Godot, Phaser, PlayCanvas, Three.js, PixiJS
Mobile	React Native, Android (Java / Kotlin), iOS (Swift)
Data	PostgreSQL, MongoDB, MySQL, Redis
Also	IoT, Frappe, UI & logo design

COMMUNITY

Runs an active game-development community of 5,000–10,000 members and hosts online game jams, including Bullet Hell Jam and Spooktober, that draw thousands of participants and hundreds of finished games.