## Nausher Rao

## Software Engineer, Project Manager, BD, Live Event Production, Entrepreneur

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Education

Wilfrid Laurier University Honours BSc Computer Science Waterloo, ON

Sept. 2019 - Apr. 2024

Experience

Konfer Chief Executive Officer Waterloo, ON

July 2024 - Present

- Directed a 14-person core team and 43 volunteers to launch SpurHacks in three months using Waterfall critical path planning, reaching 1,400+ attendees, 291 project submissions, and \$100K+ in prizes – Canada's largest in-person hackathon by project submissions.
- Managed \$350K+ budget and full lifecycle operations (staffing, scheduling, partners, risk management, retrospectives) while serving as lead stage/production manager for all ceremonies.
- Partnered with an external creative studio to produce a full digital media campaign generating 5M+ impressions within two months.
- Led development of proprietary hackathon platform (React, TypeScript, Go) through Agile sprints, backlog prioritization, and code reviews with the engineering team to ensure quality at scale for applications, ticketing, scheduling, and networking.
- Coordinated venue preparation for a 120,000 sq. ft. four-floor building with Colliers and external contractors using structured Waterfall timelines for renovations, Wi-Fi, and broadcast AV infrastructure.

**SPUR Innovation Center** 

Waterloo, ON

Project Manager – Incubation, Events & Operations, and Technical Development

Sept. 2024 - Oct. 2025

- Managed \$1M+ startup investment funding by evaluating 50+ companies, selecting 15 high-potential ventures, and running financial reviews/OKR alignment to drive capital efficiency and scalability.
- Kept 15 startups aligned on growth through weekly/bi-weekly check-ins blending Agile iterations with Waterfall funding milestones, achieving 12/15 startups hitting Q1 OKRs.
- Delivered an investor-ready platform (React, TypeScript, Go) by project managing the engineering and UI team through sprint planning, backlog grooming, and code reviews, substantially reducing initial onboarding time from 3+ months to a couple weeks, and enabling new investor deals.

**NEAR Protocol, Toronto** 

Toronto, ON

Director of Technical Product & Growth

May 2024 - Sept. 2024

- Built privacy-first mental health platform from concept by gathering stakeholders requirements, and leading engineering team through roadmap, sprints, and code reviews for "Seahorse" (on-device RAG, NEAR contracts), delivering investment-ready MVP enabling 2 successful live demos at major hackathons, and securing \$750K in funding.
- Drove NEAR Toronto ecosystem growth by managing event sponsorships and technical activations, increasing local developer engagement by 40%.

Webisoft Montreal, QC July 2024 - Oct. 2024

Software Engineer

 Modernized spreadsheet-based RFQ system by migrating 1k+ Excel tables to a custom full stack web dashboard (React & Express.js), cutting processing time for hundreds of employees managing \$100M+ RFQs.

Shopify

Toronto, ON

Software Engineer – Unified App Deployments

Jan. 2023 - Apr. 2023

- Continued work on the Shopify Partner third-party extension hosting infrastructure by extending the Ruby on Rails backend with new GraphQL endpoints and migrating existing REST endpoints, supporting interactions from 2,000+ developers daily.
- Built new React/TypeScript sections in Shopify Partner Dashboard interfacing with backend endpoints to enable extension configuration and management.

Software Engineer – Unified App Deployments

May 2022 - Aug. 2022

- · Contributed to building a system for Shopify Partners to host third-party extensions directly on Shopify infrastructure, adding OAuth fixes and interactive features to official open-source Shopify CLI (TypeScript) used daily by 850 third-party applications.
- Modernized the Shopify Partner Dashboard frontend by migrating from Ruby on Rails to TypeScript and React while implementing Shopify's updated design philosophy, improving UX for 1.1M+ DAU (daily active users).

**Magnet Forensics** Waterloo, ON

Software Engineer – Systems, Tools, and Software

Sept. 2021 - Dec. 2021

- Maintained Jenkins-based CI pipelines and internal tools for the Systems, Tools, and Software (STS) team, supporting 100+ engineers across multiple departments.
- Improved an internal Build Dashboard by adding features in React, Redux, C#, ASP.NET, and SignalR to give teams better insight into build status and system health.

## Technical Skills

Languages: JavaScript, TypeScript, C, C#, Python, Java (6-11), C++, Ruby, CSS, HTML, R, TeX

Frameworks: Next.js, React, Vite, Redux, Bootstrap, Mantine, Chart.js, D3.js, WordPress, ASP.NET, Express.js, Django, Fastify, Discord.js, Discord.py, Ruby on Rails, GraphQL, REST, PyTorch, TensorFlow, Numpy, Seaborn, Matplotlib, scikit-learn, OpenMPI, GNU MP, Android Studio, **NLTK** 

Tools: Git, Jenkins, Maven, Gradle, Docker, Notion, Jira, Trello, Notion, PRTG, Figma, Canva, LaTeX, Google Cloud Platform, TravisCI Game Development: LibGDX, LWJGL, OpenGL, Pygame, Box2D, Ashley/Artemis ECS, Unreal Engine 4 & 5, Unity, Three.js

Databases, Cloud, and Infra: AWS (EC2, S3, Lightsail), Azure (DevOps Services, AI & ML Services), Google Firebase (Cloud Functions, Cloud Firestore, Authentication, Hosting, Storage), MongoDB, SQLite, MySQL, MariaDB, Redis