

# OM MORE

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GitHub | LinkedIn

## EXPERIENCE

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### Sun Motors | Senior Software Developer

Jan 2025 – Jun 2025

- Scaled inventory from ~10–20 k to 150 k + vehicles by adding critical **MongoDB indexes** and running **count/results queries in parallel**—letting search results render instantly while totals load separately.
- Deployed **Google Chat–integrated cron monitoring** that posts “start” and “complete” events for sync/export jobs, giving the team real-time visibility and eliminating manual status checks.
- Built an **AI CRM chatbot** with **LangGraph** that books test drives, routes calls, creates follow-up tasks for sales reps, and answers buyer questions on vehicles and financing.

### MetaBot | Software Developer

Dec 2023 – Jan 2025

- Integrate **OpenAI** to perform web3 functions like swap, transfer with just simple input box for user.
- Use **OpenAI** tool calls to **stream** dynamic UI from server.
- Integrate **1inch**, **lifi** and **jupiter** (for **solana**) to perform buy, sell and swap.
- Create **telegram** bot reusing all the functions made for webapp.

### Kodex.io | Junior Software Developer

Apr 2023 – Sept 2023

- Patched bugs and failures of ENS sales bot (**20 k** followers) by listening to **incidents**.
- Developed **NextJS** app which will generate a report for gas comparisons between smart contracts.
- Created a service in **Rust** to loop through new registrations and tag if it is premium or not.
- Developed REST APIs in **Rust** for collecting data from different sources like **Reservoir**, **Postgres** and then providing it in one API call.

### Lazarus Network | Software Developer

Mar 2022 – Dec 2022

- Worked on **MyriadFlow** where users can create their own **NFT** marketplace.
- Introduced a **Helm** chart which saved our hours of time for new apps.
- Helped FE interns with PR reviews, issues and upgrades related to **NextJS** and **web3** libraries.
- Create and maintain web3 authentication module made with **GoLang** and **go-ethereum**.

## SKILLS

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Programming Languages:	C, C++, Lex, Rust, TypeScript, GoLang, Python, Shell script
Libraries/Frameworks:	React, Angular, GinGonic, NodeJS, GRPC, Kubernetes, Helm
Databases:	MySQL, Postgres, MongoDB

## PROJECTS / OPEN-SOURCE

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### Octav3 Music [WIP] | Link

*NextJS, TypeScript, TailwindCSS, Solidity, GoLang*

- Bootstrapped **NextJS + TS + Tailwind** app which helps artists monetise their songs via **Web3**.
- Implemented Figma designs into reusable components using **Tailwind** and **styled-components**.
- Created and integrated **EVM** smart contracts and **GraphQL** APIs to show and provide minting functionalities for Music NFTs.
- **Lead** team of 2 devs to bring our app live.

### OS from scratch | Link

*Assembly, C, Make, i386*

- Started this project to understand how an **OS** works at low level.
- Coded a simple boot loader in **assembly** and implemented printing routines with **BIOS** functions.
- Switched to **32-bit protected mode** using **GDT**.
- Created a **Kernel** in **C** and implemented **print** and **println** along with auto-scroll.
- Wrote **inline assembly** to read/write data from controller registers like display (0x3D4, 0x3D5).

### Mini C Compiler | Link

*C, lex, bison, make*

- Implemented a small subset of **C** compiler functionality.
- Began with **lexical** analysis for identifying various **tokens** like data types, operators, etc., using **regex**.
- Created **syntax grammar** to process parsed tokens with **bison**.
- Maintained a **symbol table** while parsing to check for errors such as duplicate variable declarations.
- Generated **op-code** as output for high-level C code.