

REHAN ALI SHAH

Full-Stack Engineer

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Introduction

I am software engineer who loves making software which can actually be useful in work from make backend tools to full stack application and train AI models. To get as much knowledge as possible I worked on distributed systems, websites, tools and developed games, as well as reading books and research papers.

SELECTED PROJECTS

Elide — AI-Powered Video Editor (Open Source)

2026 – Present

Creator & Solo Developer | Rust CLI Tool

Building a Rust CLI tool that automatically trims videos by detecting and removing filler words, dead air, and false starts using local AI models by Integrating embedded speech-to-text and local LLM inference for automated edit decision-making, with FFmpeg for video processing. Entire pipeline runs in a single binary.

Tech: Rust, whisper-rs, LLM Inference, FFmpeg, CI/CD (cargo fmt, build, clippy), Ollama

BrainClean — Cross-Platform Productivity App

2026 – Present

Founder & Solo Engineer | brainclean.app

Building end-to-end: React.js web dashboard, React Native + native Kotlin mobile client with OS-level app blocking, and Spring Boot + PostgreSQL backend. Own all infrastructure decisions, deployments, and system reliability as a solo engineer.

Tech: React.js, React Native, Kotlin, Spring Boot, PostgreSQL, Android SDK

Trust Nothing — Puzzle Game (Brackeys Game Jam 2026.2)

Aug 2026

Solo Developer | rehanali21.itch.io/trust-nothing

Designed and shipped a browser-playable puzzle game in Unity within a 72-hour game jam deadline, features randomized trap failures matching the jam theme "Trust No One," with keyboard, mouse, and Xbox controller support.

Tech: Unity, C#, HTML5, Game Design, Rapid Prototyping

PROFESSIONAL EXPERIENCE

Software Engineer | MSAI LABS

Dec 2025 – Jun 2026

Remote (US-based company)

- Designed and shipped responsive web applications and improving page load performance by ~40% through code splitting and optimized API calls. Built and deployed an AI-powered decision engine that processes user-specific data. Owned infrastructure on GCP, architected microservices, managed deployments with Docker, shipped 3 products end-to-end with full autonomy.

Tech: TypeScript, Python, React.js, FastAPI, LlamaIndex, GCP, Docker, PostgreSQL

Analyst Software Engineer | SNL DATA

Sep 2024 – Nov 2025

Karachi, Pakistan • On-site

- Built backend APIs and database systems on Azure with distributed microservices architecture serving with high availability and engineered AI-powered automation tools with LlamaIndex-based agents, reducing manual response time by ~60% through intelligent decision-making pipelines.

Tech: JavaScript, Python, React.js, FastAPI, Flutter, LlamaIndex, Azure, Azure SQL

TECHNICAL SKILLS

Languages: JavaScript, TypeScript, Python, Rust, Java, C#, SQL

Frontend: React.js, Next.js, React Native, Tailwind CSS, Material UI

Backend & APIs: Express.js, FastAPI, Spring Boot, RESTful APIs, Microservices, RabbitMQ

AI & Systems: LlamaIndex, LLM Integration, AI Agents, RAG, Real-Time Decision Engines, Ollama

Cloud & DevOps: GCP, Azure, Docker, GitHub CI/CD, Git, Linux

Databases: PostgreSQL, SQLite, Azure SQL

Tools: Claude Code, Google Antigravity, VS Code, Unity

EDUCATION

Bachelor of Science in Computer Science

Aug 2019 – May 2024

SZABIST, Hyderabad

CGPA: 3.39 / 4.0