

Rafiq Rashid

Software engineer focused on making systems reliable, scalable, and ergonomic for users and developers.

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Experience

Founding Engineer, Alpha Story | Jul 2025 - Present

- Built features 0 -> 1 for a full-stack Python (Litestar) web application hosted on GCP using OpenTofu for IaC and Github Actions for CI/CD, with Supabase as a backend and HTMX/[Alpine.js](#) for reactivity.
- Led migration from Supabase Auth to an in-house authentication system, supporting both `bcrypt` and `argon2` hashes with 0 incidents or outages during the cutover period.
- Reduced GitHub Actions CI/CD time per PR sync from ~5 minutes to ~2 minutes by parallelising checks.
- Automated OpenTofu workflows in GitHub Actions, gated by environment controls and access policy.
- Integrated Monday.com, Slack, Google Workspace, and OTEL/HyperDX into the platform to support workflow automation, telemetry, and product operations.
- Launched an internal documentation portal with developer guides and architectural design records, improving onboarding and preserving technical context.
- Assumed interim engineering/product ownership after CTO departure, leading cross-functional delivery coordination and technical decision-making to maintain product velocity.

Support Engineer, Xtremax | Jan 2025 - Jul 2025

- Supported 24/7 production operations for 100+ AWS-hosted government websites, handling incident triage, escalation, monitoring, and operational support across Sitecore, Sitefinity, WordPress, and SWIIT.
- Built VBA, Python, JavaScript, and PowerShell tooling to automate repetitive NOC workflows.

Mixed Reality Developer, HelloHolo | Oct 2022 - Oct 2023

- Developed XR training/showcase simulations using Unity and C# for enterprise clients such as Procter & Gamble and Ngee Ann Polytechnic.
- Utilised Meta Quest 2, HoloLens 2 and Azure Kinect to create simulations with haptic feedback.

Research Assistant Intern, Nanyang Technological University | Mar 2019 - May 2019

- Built two Unity VR simulations for the HTC Vive using VRTK and assisted in conducting a study on reduction in bias toward ethnic minorities via the embodiment of a VR avatar.
- Work contributed to publication: [Perspective-Taking in Virtual Reality, Chen et al., 2021](#)

Skills

Platform/Infrastructure: AWS, GCP, Linux, GitHub Actions, Terraform/OpenTofu, PostgreSQL

Languages: Python, Rust, C#, C++, Bash, Lua, Nix, HTML/CSS

Open Source: Nix ecosystem contributor and maintainer: nixpkgs, home-manager, Hyprland, NVF, stable-diffusion-webui-nix, pullomatic, godns

Education

BSc (Hons) in Computer Science, Goldsmiths University of London | Oct 2022 - Apr 2025

- Honours thesis: Unity VR simulation building off Chen et al., 2021, using inverse kinematics.

Diploma in Game Development & Technology, Nanyang Polytechnic | Apr 2017 - Mar 2020

- Studied C++, OpenGL, data structures, algorithms, multithreaded engine programming.