

DHANVEER RAMNAUTH

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Recent Computer Science graduate with experience in Linux, CI/CD automation and modifying open-source software. Comfortable developing full-stack applications and managing self-hosted containerised infrastructure.

EDUCATION

Swinburne University of Technology

Feb 2022-Dec 2025

- Bachelor of Computer Science. GPA: 3.7
- Diploma of Information Technology (Advanced Programming)
- Certificate IV in Information Technology (Programming)

Academy of Interactive Entertainment

Feb 2019-Dec 2020

- Certificate III in Information, Digital Media and Technology

LANGUAGES AND TECHNOLOGIES

Languages: C++, C#, Bash, JavaScript, TypeScript, PHP, SQL, HTML/CSS, ARM Assembly, Python

Frameworks/Tools: React, Next.js, Unity, FMOD, Docker, Git, MySQL, MKDocs, Gitea

Systems/Hosting: Linux, Debian, Arch Linux, Unix, Docker, CI/CD, Traefik, Caddy, Portainer, Virtualisation

PROFESSIONAL EXPERIENCE

Greenflex Dashboard - Capstone Project

React, Next.js, Zustand, Shadcn

- Helped create a dashboard for monitoring live sensor data.
- Contributed to the front-end implementation of the dynamically generated JSON layout.
- Implemented dynamic loading of JointJS diagrams on the dashboard with custom Shadcn theming.

TECHNICAL EXPERIENCE

Personal Website: More project info - dhanveer.dev

HTML/CSS, JavaScript

Self-hosted Infrastructure:

Debian, Docker, Gitea, Traefik, CI/CD Act Runner

- Operate a Debian server via Docker and Traefik, with services configured using simple Docker labels.
- Self-host a portfolio website, Gitea instance, MKDocs documentation, Syncthing, and a Gitea Actions runner for CI/CD.
- Configured both the portfolio website and MKDocs to automatically update on every commit.

Harchery:

PHP, MySQL, Docker, Bash, HTML/CSS, JS

- Implemented and designed a custom PHP MVC framework.
- Added full CRUD functionality and RBAC via an admin dashboard and normalised MySQL schema.
- Created a docker compose file and custom shell scripts to ease collaboration and developer deployments.

Signals:

Unity, C#, FMOD, MKDocs, UML

- Built a grid-based puzzle game using a decoupled, event-driven architecture with Unity's ScriptableObjects.
- Developed a stand-alone puzzle creator that serialises levels into JSON, allowing for levels to be created, played and edited on the fly.
- Maintains detailed documentation using MKDocs and hosts the project's source code on an in-house, self-managed Gitea server.
- Playable beta is published at dhanveer.dev/signals, documentation is hosted at docs.iceboxgames.dev

Matchsticks:

ARM Assembly, C

- Built an ARM assembly game for the ARMLite simulator with intricate sprite rendering, a custom linearly interpolated randomisation function, strong ABI adherence, and modular code.
- Created companion C program in order to generate the pixel data to be used.

CSV Parser:

C, Make

- Created and designed CSV parser library in C with read/write, row editing and formatted pretty printing.
- Implemented a header-only strategy (similar to stb) to minimise integration complexity.

ADDITIONAL EXPERIENCE

Linux Administration and Open Source

Arch Linux, Git, Virtualisation, Looking Glass

- Daily-drive Arch Linux and experience modifying open-source code: custom [DWM](#) patch and a [Neovim](#) theme.
- Familiar with the GitHub Flow branching strategy.
- Configured a high-performance Windows Virtualisation setup on Arch using QEMU/KVM and VFIO GPU passthrough with PCI device isolation, CPU pinning and Looking Glass.