Akhil Asher

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SUMMARY

I'm a design-focused full-stack developer located in Texas and Colorado who is addicted to building. Since I was four years old, I've been an unconventional, obsessive problem solver. Today, I love creating reliable, user-friendly, and developer-friendly applications and utilities that scale effectively.

SKILLS

Languages: Go, TypeScript, JavaScript, Node.js, Python, HTML, CSS

Technologies: Git/GitHub, Continuous Integration/Deployment, Cloudflare Serverless Workers/Pages, Docker, PostgreSQL

Libraries/Frameworks: Next.js, React, Astro, Express, Flask

EXPERIENCE

Independent Contractor | NASA HUNCH | Houston, TX (Remote) | September 2024 - Present

- Designed and developed the NASA HUNCH website to serve over 4,000 students yearly.
- Consolidated and updated over a decade of scattered content.
- Utilized the Strapi content management system and CI tools to allow 20+ NASA HUNCH team members to modify the website with fine-tuned access control.

Software Engineer | Freelancer | Allen, TX (Remote) | November 2022 - Present

- Designed and developed an online music curation website using Next.js, scaling to approximately 75,000 weekly visitors.
- Wrote a custom web server in Go to serve several web-based hobby projects.
- Created and contributed to various open-source projects.

Finalist | NASA HUNCH | Houston, TX | October 2020 - May 2025

- Collaborated with other students on four separate projects across four years. Projects involved engineering, low-level and high-level software development, and web development.
- Competed against over 4,000 students nationally to present each project at the Johnson Space Center to astronauts and engineers.
- Collaborated with the NASA Gateway team to design reliable server farms for deep space environments.
- Partnered with the NASA HERA team to craft nanosatellites for collecting and analyzing millions of data points during simulations.

Programming Lead | Radicubs Robotics Inc | Frisco, TX | August 2023 - April 2025

- Designed and developed the team website, garnering over 3,500 monthly visitors.
- Crafted and taught a programming workshop comprised of multiple Java and WPILib lessons.
- Built various applications to help with business/media operations, competition experience, and more.

Software Engineer | Fragment Studios | Boston, MA (Remote) | June 2024 - November 2024

- Aggregated and analyzed music listening data from millions of fans. Clients included: Skrillex, Warner Music Group, Republic Records, and Atlantic Records.
- Created programs for tracking music social media marketing campaigns, handling billions of views, and over $600,000 in payouts.

EDUCATION

Programming with Google Go Specialization | UC Irvine

Irvine, CA | 2023

- Completed the full 3-course specialization taught by Prof. Ian Harris