

Pragmatic Senior Software Engineer, dedicated to delivering user-centric products focused on quality. Thrives in collaborative team environments, proficient in Git for streamlined processes, and committed to continuous learning for collaborative success.

Work Experience

Senior Software Engineer **Corsearch** (Mumbai, Maharashtra) **May 2024 – Present**

- Engineered Python microservices for automated content monitoring, leveraging web scraping and API integrations to detect pirated content across torrent sites with 24/7 real-time tracking.
- Worked on scalable web scraping infrastructure using Python and in-house scraping framework to monitor streaming sites, enabling automated content protection and violation detection.
- Architected microservices using Golang and Python, deployed via Google Kubernetes Engine (GKE) for content protection system, improving system reliability and scalability through containerized infrastructure.
- Implemented data analytics dashboard using Metabase, integrating multiple databases (PostgreSQL, MySQL, MongoDB, ClickhouseDB) to provide real-time monitoring and actionable insights for content protection.

Fullstack Engineer **TARS** (Bangalore, Karnataka) **Dec 2021 – Apr 2024**

- Engineered Python/FastAPI backend system that automates AI chatbot creation from website URLs, integrating LangChain and Large Language Models (LLM), resulting in 1000% growth in user sign-ups and 30-second deployment time.
- Architected high-performance microservices infrastructure using Docker, AWS EKS, and Python, handling 10,000+ concurrent API requests with automated CI/CD pipeline via GitHub Actions and Prometheus-Grafana monitoring.
- Developed scalable WhatsApp Business API integration for enterprise customer support, implementing real-time chat functionality that successfully managed peak traffic during FIFA 2022 for Vodafone Qatar.
- Implemented frontend optimization using Webpack 5, TypeScript, and parallel processing, achieving 90% faster build times through advanced caching strategies and type-safe code architecture.
- Built automated testing framework for UI/UX validation, leveraging Selenium and Jest for end-to-end testing, reducing the customer success team's solution delivery time by 200%.

Freelance Fullstack Developer **Kubre.in** **Jan 2019 – Nov 2021**

- Architected and deployed a full-stack e-commerce platform for TaxGlobe using Laravel/Livewire, AlpineJS, and MySQL, implementing a real-time market analytics dashboard and integrated payment processing for digital/physical products ([Design Document](#)).
- Led development of enterprise Learning Management System (LMS) using Laravel, VueJS, and MySQL, enabling 20+ educational institutions to seamlessly transition to remote learning during COVID-19, supporting features like virtual classrooms, assignment tracking, and progress monitoring ([Design Document](#)).
- Engineered a secure online examination platform using Laravel, MySQL, and RESTful APIs for GateArch, implementing features like automated grading, real-time progress tracking, and anti-cheating measures for architecture certification preparation ([Design Document](#)).

Technologies, Languages, and Skills

- **Programming Languages:** Python, Golang, TypeScript/JavaScript, PHP, Java, Kotlin
- **Databases & Storage:** PostgreSQL, MySQL, MongoDB, Clickhouse, Weaviate Vector DB
- **Web & Framework:** React.js, Express.js, FastAPI, Django, Laravel, TailwindCSS, LangChain
- **Cloud & DevOps:** Docker, Kubernetes, AWS, Google Cloud (GCS), CI/CD, Git

- **AI/ML & APIs:** OpenAI GPT, Anthropic Claude, REST, GraphQL, WebSockets
- **Core Skills:** Data Structures & Algorithms, System Design, Linux/Bash, Design Patterns

Projects

- **Blogging** on kubre.in/blog where I write and share my personal experiences and opinions in tech, Blog is made using AstroJS, and TailwindCSS. The source code can be found on [GitHub](#)
- **Depot Gato** is a game made using the Godot Game engine. I made this game to help me understand my abilities to venture into technologies other than the web and test my planning and execution capabilities. The game can be played on the itch.io page and the source code can be found on [GitHub](#).
- **Skeleton MVC Framework** is my crude attempt at mimicking popular frameworks like Laravel and Django by creating a barebones MVC framework that can be used to make web applications. The source code can be found on [GitHub](#).

Education

- **B. Tech in Computer Science & Engineering (9.3 CGPA)** **2019–2022**
Dr. Babasaheb Amedbkar Technical University, Maharashtra, India.
- **Diploma in Computer Science & Engineering (8 CGPA)** **2015–2019**
Maharashtra State Board of Technical Education, Maharashtra India.

Others

- **Certifications and Courses** - [Distributed Programming RICE University](#), [Concurrent Programming RICE University](#)
- **Extracurricular:** President of Computer Club during Diploma and Technical Lead at Computer Club during engineering. Participated in and won multiple project competitions during both diploma and engineering.

Interests

- Reading and learning about obscure things in tech, gaming, religion, art, and philosophy.
- Traveling with friends to cities and rural areas now and then.
- Playing Guitar.