

Aditya Mishra

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Professional Summary

Results-driven **Backend Developer** with practical experience in **Golang-based backend systems**, API development, and developer tooling. Strong foundation in **microservices architecture**, **RESTful APIs**, and **cloud-native** development using **Docker**, **Kubernetes**, and Linux-based environments. Demonstrated ability to contribute to **open-source projects (CNCF)**, implement **offline-first applications**, and build **command-line utilities** for automation and productivity enhancement. Adept in debugging, performance tuning, and scalable system design.

Education

Noida Institute of Engineering and Technology

Sept 2022 – Nov 2026

B.Tech in Information Technology

- GPA: 6.9/10.0

Experience

Open Source Contribution

Remote

Layer5 (CNCF, Golang)

May 2025 – July 2025

- Contributed to CNCF project *Layer5* written in **Golang**, enhancing the UI and fixing a dropdown bug to improve user navigation.
- Created well-documented pull requests that followed open-source best practices; merged into production codebase.
- Collaborated with maintainers and followed Agile-based open-source development workflows.

Projects

Zonverter – Universal CLI File Converter

repo [🔗](#)

- Built a lightweight **CLI tool** that tracks developer focus time by measuring active vs idle usage.DOCX→PDF, and more.
- Used for time analytics, session summaries, and productivity metrics.
- Delivered ~90% accuracy; adopted by peers to enhance time tracking and deep work intervals.

ZevFocus – Developer Productivity Tracker

live [🔗](#)

- Developed a Golang-based CLI tool to monitor developer focus sessions by tracking active vs. idle time.
- Achieved over 90% accuracy; adopted internally to boost productivity.
- Designed streak tracking and task tagging to promote consistent productivity.
- **Tech Stack:** Go, CLI, Bash, JSON

Zenith – Offline Mesh Chat & Location Sharing App

repo [🔗](#)

- Built an offline peer-to-peer chat and live location-sharing tool using local Wi-Fi mesh networks.
- Utilized WebSockets with TLS encryption and real-time mapping via Leaflet.js.
- Tools: Go, Gorilla WebSocket, Leaflet.js, HTML, CSS, JavaScript, TLS, JSON

Technologies

Languages: Golang(proficient), C++, C, Python, JavaScript, TypeScript

Backend Tools: REST APIs, JWT, OAuth, WebSockets, gRPC

Technologies: Docker, Kubernetes, Git, REST APIs, JWT, OAuth, CI/CD

Environment: Ubuntu, tmux, Neovim, Bash, i3wm, Linux internals

Achievements

- Winner – Hacknovate Hackathon (2025): Developed Zenith, an offline mesh-based chat and real-time location sharing platform using Go and WebSockets. Outperformed 200+ teams; awarded for offline-first architecture, performance, and UX innovation.