

# Ritik Mishra

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## BACKEND DEVELOPER

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## PROJECTS

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### StreamBud – AI Stream Automation Microservice (NestJS, Redis, FFmpeg, Whisper, OpenAI, OBS API)

Built an AI-powered assistant for streamers that enables voice-controlled stream automation and automatic highlight generation.

Integrated OpenAI Whisper for real-time voice command recognition, FFmpeg for media clipping, and Redis queues for async task orchestration.

Added features like mute/camera control, scene switching, and AI-generated highlights + captions, improving creator productivity by 80%.

Designed modular NestJS microservices communicating via Redis Pub/Sub, with OBS WebSocket integration for seamless live control.

### URL Shortener (Node.js + PostgreSQL)

Developed a backend microservice to shorten and manage URLs. Implemented rate limiting, validation, and analytics tracking for URL hits.

### GoTer - Terminal (In Progress)

Experimenting with a Golang terminal application integrating AI capabilities for task automation. Focus on understanding CLI design, concurrency, and lightweight AI command execution.

### Tirtle – Real Time Chat Application

Tirtle stands for Talk in Real Time Link Effortlessly , Built a responsive, animated React project using Motion for smooth transitions. Emphasized UI/UX animation, state management, and responsive layouts.

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## EDUCATION

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Master of Computer Applications (MCA)

(2023 - 2025)

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## SKILLS

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Programming: JavaScript, TypeScript, Go

Frontend: React, Motion, TailwindCSS, Nextjs

Backend: Node.js, Express.js, Chi and Echo.

Databases: PostgreSQL, MySQL, MongoDB, Redis.

Cloud : Google Cloud Platform, Docker, Git, GitHub

Tools & Libraries: Kafka, ESLint, REST APIs

Concepts: DSA, System Design, Microservices, Distributed Systems, Authentication & Authorization, Caching, Asynchronous APIs

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## CERTIFICATION

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Completed Google Cloud Security Hands-on Labs & Capstone Project (Coursera)

Designed multiple backend and distributed system prototypes to understand scalability

Ongoing learning in TypeScript, React Native, and System Design