Amitesh Singh

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Summary

Founding-level full-stack engineer with proven experience in building products, leading teams, and delivering end-to-end solutions using modern tech stacks.

Experience

Macro Rides | Remote
Founding Engineer | 10/2024 - 01/2026
Joined as a Founding Engineer and played a key role in building the product from the ground up, owning frontend, backend, and DevOps initiatives. Led technical hiring efforts, conducted interviews, and managed project timelines while implementing a modern, scalable technology stack.

My Design Minds | Uttam Nagar, Delhi
Full Stack Dev | 04/2025 - 11/2025
Built an AI-driven platform from the ground up, leading end-to-end development across frontend, backend, and DevOps. Managed and mentored a two-member engineering team while implementing a modern, scalable technology stack.

Skills

Typescript, Nextjs, Expressjs, WebSockets, Redis, Docker, AWS, Bunjs, Nodejs

Professional Projects

MacroRides — Web Platform (Landing Page + Vendor Portal)
Contributed to the development of MacroRides' web ecosystem by building both the public-facing landing page and the internal vendor management platform. Delivered a high-performance, SEO-optimized marketing site and engineered a production-grade, full-stack vendor portal used by multiple vendors for daily operations. Took ownership of development, deployment, and scalability across both products.

Tech Stack: Next.js, TypeScript, Node.js, PostgreSQL, Prisma, Tailwind CSS, Docker, CI/CD
Link: https://macrorides.com/, https://partners.macrorides.com/

Projects

Multiplayer Brainstorming Platform — BUILT V1 (Excalidraw Clone)
Built a collaborative whiteboarding platform inspired by Excalidraw, enabling teams to brainstorm visually and efficiently. Developed the complete frontend with a strong focus on performance, scalability, and user experience. Currently extending the platform with real-time collaboration using WebSockets and an event-driven backend.

Tech Stack: React / Next.js, TypeScript, Tailwind CSS, Canvas API, Node.js (planned), WebSockets (planned)
Link: https://excalidraw.baap.one/

Multiplayer Draw & Guess Game — BUILDING (Skribbl.io Clone)

Developing an interactive multiplayer game where players draw prompts and compete by guessing words in real time. Implementing core gameplay mechanics, scoring logic, and a responsive UI using a modern, scalable frontend stack, with real-time state synchronization in progress.

Tech Stack: React / Next.js, TypeScript, Tailwind CSS, Node.js, WebSockets, Redis (planned)
Link: *comming soon*

Education

School of open learning | Delhi, Delhi
Commerce | 09/2026