



DIVYESH MANGLA

divyesh.mangla@outlook.com | +91 7229030100

Summary

Self-taught software developer specializing in backend engineering and distributed systems. Strong focus on performance optimization, microservices architecture, and scalable system design. Experience in building production-grade applications and contributing to technical community initiatives.

Technical Skills

Languages: Java, Go, C, Rust, HTML | **Tools & Frameworks:** Spring, Maven, Gradle, Git, Docker, MySQL, SQLite | **Focus:** Backend Engineering, Microservices, System Architecture, Performance Optimization

Professional Experience

Microsoft Learn Student Chapter (MLSC)

Executive Member

09/2024 - Current

- Contribute to technical workshops and community initiatives for software development education at Thapar Institute

Backend Systems Developer (Freelance)

Minecraft Server Infrastructure

Architected backend infrastructure optimizations for increased concurrent player capacity. Redesigned core systems to eliminate performance bottlenecks and improve server stability under high load.

Discord Bot Developer (Freelance)

Community Management Platform

Developed Discord automation bot for 1,000+ active users. Implemented automated moderation, user management, and customizable cosmetic controls with scalable architecture.

Education

Thapar Institute of Engineering and Technology

Bachelor of Engineering

Expected in 01/2029

Presidium School

Senior Secondary Education
01/2025

Projects

SpringShop

github.com/DivyeshMangla/SpringShop

E-commerce platform built with enterprise-grade microservices architecture. Service-oriented design with loosely-coupled components for modularity and deployment flexibility. Architected for production-scale traffic with planned event-driven messaging, advanced caching, and container orchestration.

- Designing distributed system architecture with focus on horizontal scalability and fault tolerance
- Building advanced search functionality with multi-tier caching strategy for sub-millisecond query response times
- Containerizing services with Docker; preparing Kubernetes deployment for automated scaling and self-healing capabilities

Playground Physics Engine

github.com/DivyeshMangla/Playground

High-performance physics simulation engine in Rust with complete mathematical library built from foundational principles. Optimized for real-time calculations with minimal overhead.