

Aditya Dhage

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EXPERIENCE

Software Engineer (Full-Stack) | One Pacific Hub, Long Beach, California

Feb 2025 - Present

- Built a full-stack e-commerce platform from scratch using Next.js, Node.js, and PostgreSQL, tailored for the unique logistics of an import-export business
- Implemented core shopping features - product catalog, dynamic cart, user management, billing and order management with secure, role-based access and real-time user feedback
- Led solo development cycle, legacy integrations, driving technical decisions, stakeholder updates, and agile milestone planning while maintaining scalable, maintainable code base standards

Software Developer (Full-Stack) | Hansen Technologies, Pune, MH, India

Aug 2018 - Nov 2022

- Built and integrated B2B telecom solutions using Java, Node.js, and React.js; resolved critical issues to maintain 24/7 uptime
- Redesigned a key workflow UI in React, reducing load time to 3.5s and significantly improving user experience
- Implemented resilient error handling and auto-correction workflows, improving system reliability by 5%
- Led a 2-person team to deliver prototypes that secured a year-long enterprise contract
- Developed a QA automation microservice, reducing manual effort by 20% and cutting release cycle to 4 days
- Created a reusable OSS translation library using Low Level Design patterns, simplifying future upgrades and maintenance
- Maintained CI/CD pipelines across Java/Node.js apps on AWS EKS, accelerating deployment by 85%

TECHNICAL SKILLS

Programming	-	Java, JavaScript, TypeScript, Python (Basic Proficiency), SQL, NoSQL, Shell Scripts
Frontend	-	React.js, Next.js, HTML, CSS, TailwindCSS, Redux, Zustand, Radix-UI, Framer Motion
Backend	-	Spring Boot, Node.js, Express.js, Auth.js, JWT, OAuth, REST APIs, GraphQL APIs
Databases	-	MySQL, MongoDB, PostgreSQL, Oracle DB, Prisma ORM
Cloud & DevOps	-	AWS, GCP, Vercel, Webpack, Docker, Kubernetes, Kafka, Grafana, Microservices, CI/CD
Tools & Misc.	-	Git, Jenkins, Figma, Maven, NPM, Generative AI, ESLint, JIRA, Agile/SCRUM, Waterfall

PROJECTS

Song-Pool: A collaborative music curator

Mar 2025 - Jun 2025

React.js, Node.js, Express, Socket.io, Spotify Web API, Next Auth, PostgreSQL, TailwindCSS

[\(GitHub\)](#)

- Designed and implemented a collaborative music curation platform for ambient environments (cafes, co-working spaces), allowing patrons to vote on what music plays in real-time
- Integrated Spotify Web API for central music control, managed real-time user sessions, created real-time voting and music recommendations system for ambient music curation according to the majority of patrons' taste

One-Clip: A zero-friction personal clipboard

Feb 2025 - Apr 2025

Next.js, React.js, MongoDB Atlas, Next Auth, TailwindCSS, Prisma

[\(GitHub\)](#)

- Built a cloud-synced clipboard app with instant copy-paste functionality and rich-text support, optimized for personal productivity and mobile use
- Integrated Google OAuth via NextAuth for secure login; used Prisma ORM to manage user-specific data and clip storage on MongoDB Atlas

Crypto Board: A real-time crypto sentiment dashboard (Academic Project)

Nov 2024 - Dec 2024

React, Django, MongoDB, TextBlob, Docker, Pymongo, Material UI, GCP

[\(GitHub\)](#)

- Developed a full-stack cryptocurrency dashboard with real-time price tracking, volume metrics, and social sentiment analysis
- Scraped and parsed crypto-related text data, using TextBlob for NLP-based sentiment scoring
- Deployed frontend (React) and backend (Django) services with Docker and GCP

Video Library Search with Video Clip Query (Academic Project)

Dec 2023

Python, Numpy, CV2, PyQt

[\(GitHub\)](#)

- Developed a video library pre-processing algorithm (shot boundary detection, frame histogram calculation and hashing) in Python to streamline video data indexing and retrieval with an interactive desktop video player interface (PyQt5)
- Enabled querying the library using a short video clip as input, achieving precise frame matches with an average lookup time of 200-300 ms for a 100+ video database

EDUCATION

Master of Science in Computer Science

Jan 2023 - Dec 2024

University of Southern California (USC), Los Angeles, CA