

# Aditya Dhage

[aditya.s.dhage@gmail.com](mailto:aditya.s.dhage@gmail.com) | Los Angeles, California - 90018 | [LinkedIn](#) | [GitHub](#) | [Portfolio](#)

## Professional Summary

Full-Stack Software Engineer with 4.5 years of experience delivering scalable, distributed, high-performance web applications. Skilled in JavaScript, TypeScript, Java, React.js, Node.js, Web APIs, and databases. Proficient in problem-solving, front-end, and back-end development. Proven record of completing complex projects within deadlines, building projects from 0 to 1 through effective collaboration. Committed to continuous learning and the use of emerging technologies to drive innovative software solutions.

## Technical Skills

Programming	-	JavaScript (ES6+), TypeScript, Java, Python, SQL, NoSQL, Shell Scripts
Frontend	-	React.js, Next.js, Storybook, HTML, CSS, TailwindCSS, SCSS, UI/UX Design
Backend	-	Spring Boot, Node.js, Nest.js, Express.js, JWT, OAuth, REST APIs, GraphQL APIs
Databases	-	MySQL, MongoDB, PostgreSQL, Oracle DB, Prisma ORM, JSON, XML
Cloud & DevOps	-	AWS, GCP, Webpack, Docker, Kubernetes, Microservices, CI/CD
Tools & Misc.	-	Git, Jenkins, Figma, Maven, NPM, GitHub Copilot, JIRA, Agile/SCRUM

## Experience

Software Engineer II

Aug 2025 - Present

Bitcot Inc., Los Angeles, California

- Designed and developed a one-way synchronous chatbot for a healthcare LLM responding to healthcare professionals' queries about patient appointments, records, labs, and imaging
- Led the conversations between the onshore team with the offshore developers, helping establish a mutual understanding and seamless collaboration between the two teams working from Central and Indian time zones

Software Engineer (Full-Stack)

Feb 2025 - July 2025

One Pacific Hub, Los Angeles, California

- 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, including product catalog, dynamic cart, user management, billing, order management, and payment integrations with secure, role-based user access

Software Developer (Full-Stack)

Aug 2018 - Nov 2022

Hansen Technologies, Pune, MH, India

- Designed, implemented, and integrated B2B telecommunications software solutions using Java, Node, and React while diagnosing and resolving critical production issues to ensure 24/7 service availability
- Overhauled a key workflow UI microservice with React, significantly improving user experience and reducing load time to 3.5 seconds
- Implemented advanced error handling and auto-correction workflows that improved overall system reliability by 5%, reducing downtime and customer support incidents
- Led a two-person team to build prototypes and proof-of-concept features, directly helping to secure a 1-year product and services contract with a major client
- Developed a microservice to automate QA testing, cutting manual effort by 20%, shortening the delivery cycle to 4 days
- Engineered a well-documented library for OSS request translation incorporating low-level design patterns to streamline future system upgrades and reduce maintenance overhead
- Built and maintained CI/CD pipelines for Java and Node.js projects, streamlining multi-platform deployments on AWS EKS and improving deployment speed and consistency by 85%

## 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

[\(GitHub\)](#)

- Created 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 (web-sockets) and music recommendation system for ambient music curation according to the majority of patrons' taste

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