

Aditya Deshlahre

wymaditya@gmail.com | linkedin.com/in/adityadeshlahre | x.com/adityadeshlahre | github.com/adityadeshlahre

WORK EXPERIENCE

Google Summer Of Code'24,'25 Mentee (Remote)

OpenELIS Global

| [Link](#) | May 2024 - Aug 2024

Minnesota/Wisconsin, Winona/Dodge County

- Migrated MVC controller to Rest Controllers [EndPoints]
- Rewritten all JSP pages to **ReactJS**, handling edge cases, and adding and updating many other features.
- Worked over **Admin, Test Management & Configuration** pages
- Heavy state management over **Forms & Status** pages using **Formik & Yup validation**
- Merged over **50K Lines & 100+ Commits** in organization codebase
- Skills Acquired ==> **Dynamic Rendering, Formik, Yup Strict-Validation, User-Edge Cases, SpringBoot, Maven, MVC & Rest Controller**

Front End Developer I (Remote)

SellerSetu (Stealth Startup)

| [Link](#) | Sep 2024 - Nov 2024

Mumbai, India

- **Core Changes:** Moved all JavaScript(.js) Code to **TypeScript** Type Setting [DevTooling] and from plane **ReactJs** to **NextJs**
- Proper user of **TanStack Tools**, Query, Mutation and TanStack Table and many other features.
- Worked on **API Integration & Configuration** hooks to maintain reusability of code
- used **ZUSTAND** as state management tool on **Forms & Status** of pages
- Created lots of CustomComponents out of **Material UI(MUI)**
- Down the line handled many edge cases **Reported By Users**
- Skills Acquired ==> **Dev Tooling, Strict-Types Implementation, User-Edge Cases handling, Next Js Feature : Server Side Rendering, Partical Rednering, Repo Maintainance & Communication Skills**

Form Tribe Hackathon (Remote)

FormBricks OSS

| [Link](#) | Oct 2023 - Oct 2023

Kiel, USA

- Became RunnerUp (Tagged as **Guidance Guru**) On-boarded 10-20 students during hacktober'23 fest on FromBrick CodeBase (p2p help in Discord)
- Fixed **Account Manipulation** form issues on RunTime
- Fixed **Caching Team/User Group, NextJs Caching & Role Implementation** related issues
- Fixed **Valid ProductName** form issues non-empty-spacy names validation added
- Fixed **Team Selection** issues of updated/deleted teams
- Worked on official **on-boarding documentation** of FormBricks
- Skills Acquired ==> **NextJs Caching, Zod, Context Gathering**

PROJECTS

Scalable Chat Application (Socket IO and Redis Streams)

| [Link](#) | Personal Project

- Implemented **Scalable Chat Architecture** using **Socket IO and Redis Streams**
- Written a **distributed server implementation**
- **Load Balancer** to manage the load across servers on Multiple WebSocket connections
- Skills Acquired ==> **Distributed Architecture, Websocket Persistence, Socket IO based Application Design, Redis Streams**

Multi Tenancy Blogging Platform (Backend only GO Lang: POC MTA)

| [Link](#) | Personal Project

- Implemented **server-side logic of MTA** with **gin framework** and CRUD operations
- Written a quick **testing script** to perform a test on Logics
- Skills Acquired ==> **Go Lang Basic, MTA=Multi Tenant Architecture, CRUD operation, Role Based Authentication & Authorization**

Logs Fetching & Caching (Backend only GO Lang: POC caching)

| [Link](#) | Personal Project

- Implemented **Redis Caching** with **gin framework** on top of CRUD operations
- **Mongo DB** logics & time based Request and Response Caching

- Skills Acquired ==> Go Lang Basic, Redis Caching, Mongo DB Indexing

Keno : baige piao (WebSocket Based Game)

| [Link](#) | Personal Project

- Created a **real-time game** using **WebSocket**
- Implemented **server-side Player/Admin logic** (handling BETS placed by Players) with **Express/Node.js, FS library** and managed WebSocket connections
- AI Generated frontend based on **Game Logic** to perform rendering and user interactions
- Skills Acquired ==> **TypeScript, WebSocket(NPM), Game Logic, Real-Time Rendering**

Tarvander (NextJS Full Stack Application)

| [Link](#) | Personal Project

- Developed a **full-stack application** using **Next.js (App Router)**
- Implemented both **Server-Side Rendering (SSR)** and **Static Site Generation (SSG)** across different routes
- Managed dynamic routing with JSON-based **params** and **query** handling
- Technologies Used ==> **Next.js, App Routing, API Routes, Prisma ORM**

properDM (WebSocket Based Chat Application)

| [Link](#) | Personal Project

- Created a **real-time chat application** using **WebSocket**
- Implemented **server-side logic** (mocking of data from JSON file) with **Express/Node.js, FS library** and managed WebSocket connections
- Simple frontend with **ReactJS** to handle real-time message rendering and user interactions
- Skills Acquired ==> **TypeScript, Express/Node.js, WebSocket(NPM), ReactJS, Real-Time Rendering**

Code JUDGE (Reply Request Pattern)

| [Link](#) | Personal Project

- Developed an **code judging system** utilizing **Judge0** for code evaluation and a **Pub/Sub system**
- Implemented a **Reply Request Pattern** using **RabbitMQ** and **Docker** to manage code submission and evaluation responses
- Enabled real-time code evaluation and result delivery via a reliable messaging system
- Skills Acquired ==> **Judge0 APIs, Pub/Sub Systems, RabbitMQ, Docker**

Song Slayer

| [Link](#) | Personal Project

- Song Voting Application **WebSocket** based **writing in-memory** songs list
- Added upvote feature most upvoted song will be sent to **QUEUE** to be played
- Skills Acquired ==> **TypeScript, WebSocket(NPM) & Rendering**

TECHNICAL SKILLS

- **Programming Languages** : TypeScript, JavaScript, Basics of Python, Java, Springboot, Maven & LaTeX
- **JS EcoSystem based Technologies** : RPCs (tRPC & gRPC), MongoDB, Express Node Js, React/Next Js, Zod, TailWind, MaterialUI
- **Miscellaneous Technologies** : MarkDown, Redis, DrizzalORM, Prisma, RabbitMQ, Docker, GraphQL, WebSockets, MonoRepo, Caddy, Linux, Bash, Git, GitHub

EDUCATION

University Of Delhi (DU)

South Campus, New Delhi

BS. (Hons.) Mathematics & Computing

July 2022 – July 2025

- Cumulative GPA : **6.29/10.0**
- Relevant Coursework: JavaScript, Applied PyPackages, Python, Jupiter NoteBook, HTML-CSS-JS, Probability & Statistics, Maxima, Mathematica, LaTeX Language