ANIK GHOSH

FULL-STACK DEVELOPER

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EXPERIENCE

FullStack Developer (The Contentment Foundation)   [Aug, 2021 - Present]

An organization dedicated to global wellness training programs.

- Designed and developed the complete suite of platforms, including web, mobile, and backend systems, from scratch, serving users across 21 countries.
- Built a React Native mobile app for the Learning Management System (LMS), enabling seamless access to courses and resources on-the-go.
- Developed a crypto donation system compatible with all EVM chains, supporting ETH and ERC20 tokens, enabling secure and scalable contributions.
- Engineered a robust Content Management System (CMS) using Strapi and Next.js to streamline content updates and help center management.
- Implemented a global real-time tracking system for monitoring user engagement and fostering community interactions.
- Automated deployment and testing workflows with CI/CD pipelines, integrated Cypress for end-to-end testing, and utilized Sentry for efficient bug tracking.
- Established a scalable data tracking and analytics infrastructure using Umami, providing actionable insights for program improvements.

Author (Ollama Copilot)   [Feb, 2024 - Present]

A localized RAG system leveraging Elasticsearch as a vector database, LLMs and embedding models, integrated with the Ollama service, to deliver secure, high-performance AI-driven workflows entirely offline.

- Developed an AI-powered copilot extension for Visual Studio Code, utilizing local LLMs to deliver contextual, real-time code suggestions, debugging insights, and optimization recommendations.
- Built upon a graph-based Retrieval-Augmented Generation (RAG) system that integrates a local vector database, LLMs and embedding models, ensuring all operations, including data storage and retrieval, are performed locally for enhanced privacy and performance.
- Designed to seamlessly integrate with both local and remote repositories, prioritizing user customization and secure workflows.
- Version 2 (in development): Will feature a self-propagating and self-correcting graph, enabling fully autonomous workflows and continuous improvement without manual intervention.
- Available on the Visual Studio Marketplace: Ollama Copilot.

Core Team Member (Authorizer)   [Dec, 2021 - Present]

An open-source solution for authentication and authorization.

- Developed and enhanced frontend SDKs for Svelte, Vue, Angular from the ground up, and restructured the React SDK, achieving a 50% reduction in size for enhanced integration efficiency across diverse web frameworks.
- Created a user-friendly dashboard for the straightforward configuration and management of Authorizer instances.
- Contributed to the implementation of new features for environmental settings, user management, email template customization, webhook setup, and JWT configuration.
- Collaborated on a significant pull request to introduce multi-factor authentication, enhancing platform security.
- Designed and developed a Rust-based CLI tool for efficient administration and operations of any Authorizer instance.

Freelance Backend Engineer (TTPro)   [Jun, 2023 - Dec 2023]

A logistics company providing end-to-end supply chain management solutions.

• Designed and implemented the core backend for a supply chain management system using Go, enabling full visibility and control over the product lifecycle, from raw materials to finished goods.
• Built a microservices architecture to enhance system scalability, reliability, and maintainability.
• Managed cloud infrastructure on AWS, ensuring high availability, secure data storage, and efficient operations.
• Developed and optimized APIs to integrate internal systems with external platforms, enabling seamless data communication across stakeholders.
• Implemented real-time data processing and analytics using Apache Kafka for data streaming and ElasticSearch for search and insights
• Strengthened system security by implementing OAuth-based authentication, ensuring compliance with best practices for data protection and authorization.

Frontend Developer (ReactiveSearch.io)   [Nov, 2020 - Jul 2021]

ReactiveSearch.io specializes in open-source libraries and no-code builders for creating search UIs based on open search algorithms.

• Developed user-friendly features for data upload, mapping, and tokenization, supporting single and multiple search indices.
• Contributed to ReactiveSearch and SearchBox, open-source low-code UI kits for Elasticsearch, across React, Vue, React Native, and Flutter platforms.
• Created tools for visualizing search analytics, enabling advanced filtering and aggregation for deeper data insights.
• Authored technical documentation and interactive demos, simplifying SDK and library usage for the developer community.
• Collaborated with cross-functional teams on UI design enhancements, feature improvements, code reviews, and optimization processes, contributing to continuous product evolution.

Teaching Assistant (AttainU)   [Apr, 2020 - Oct, 2020]

Software Engineer (Mindtree Ltd.)   [Aug, 2013 - Dec, 2013]

CERTIFICATION

Ethereum and Solidity   Browser Extensions
Data Structures & Algorithms   Ethical Hacking ECC(V8)

SKILLS

Javascript, Typescript, React JS, Redux, Node JS, Express JS, Vue JS, Next JS, Angular, Svelte, Redis, GraphQL, MongoDB, PostgreSQL, React Native, Flutter, Python, GoLang, Solidity, Git, Linux, Nginx, AWS, GCP, Vercel, Railway, VMs, Docker, Kubernetes, Jenkins, Terraform, Ansible, Grafana, Prometheus.

PROJECTS

• Node Package Manager built in Go for ease of package management.
• Version control system utilizing IPFS technology for decentralized storage.
• Interactive NFTs development on the Polygon blockchain.
• Browser extension for emotion detection, operating offline.
• Simple scripting language with a Go interpreter.
• Exploring Probabilistic Data Structures for efficient memory and computation.