

# Nishant Raj

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Backend Engineer — Go, Node.js — APIs, Performance, Open Source, Databases

## Experience

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### Software Engineer — Backend(Intern)

Bitwrap Technologies

India · Remote

July 2025 – Nov 2025

- Designed and delivered an **end-to-end quotation automation system**, reducing manual quote generation time by **80%** through optimized backend workflows and data processing.
- Built and scaled backend services for a **maritime traffic platform**, managing user systems, admin operations, and large-scale geospatial datasets for real-time, high-throughput operations.

### Software Engineer — Backend(Intern)

Frantiger Business Consulting

Bangalore, India · Remote

Mar 2025 – May 2025

- Migrated a legacy WordPress application to a modern MERN stack, designing scalable backend services with **Node.js** and optimized data flows for long-term maintainability.
- Achieved **50% performance improvement** by resolving API bottlenecks, optimizing database queries, and refactoring backend logic to reduce response latency and improve system reliability.

## Projects

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### Probe (Open Source API Testing Tool) — [GitHub](#) - [Video Post](#)

- Architected a **high-performance API testing framework** in **Go (Golang)** that unifies a CLI runner and an embedded **React** web dashboard into a single cross-platform binary using **go:embed**.
- Engineered a **concurrent test execution engine** using **Goroutines** with **semaphore-based throttling** to safely accelerate large API test suites while maintaining system stability and predictable resource usage.

### DTIX - Ticketing and NFT Marketplace Platform — [Live](#) - [GitHub](#)

- Designed and built a full-stack ticketing and NFT marketplace platform using **React.js**, **Node.js**, **MongoDB**, supporting live auctions, ticket resale workflows, user authentication, and scalable REST APIs.
- Implemented **AI-powered event discovery** with Gemini LLM, **real-time bidding** via Socket.io/WebSockets, and **secure fiat and crypto payments** using Stripe and MoonPay.

### Four Rows Game — [Live](#) - [GitHub](#)

- Architected a **real-time multiplayer 4 Rows Game** using a **Go-based backend services** and **React + TypeScript frontend**, enabling low-latency gameplay via **WebSocket-based bidirectional communication**.
- Designed an **event-driven system** with **Apache Kafka** to decouple game logic and analytics, implementing **deployment with Docker** and maintaining **separate SQLite databases** for game state and telemetry.

## Skills

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|-----------------|--|
| Languages:      | JavaScript (ES6+), TypeScript, Go (Golang), Python                 |
| Backend:        | Go, Node.js, Express, Fiber, FastAPI, REST APIs, SQL, NoSQL, Redis |
| Frontend:       | React.js, Next.js, Tailwind CSS                                    |
| Tools & DevOps: | Docker, Git, Linux, CI/CD, GitHub Actions                          |

## Education

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JK Lakshmipat University, India

B.Tech in Computer Science and Engineering

2022-2026