

# Shakunt Malik

+91 925-884-9238 | [sha256.malik@gmail.com](mailto:sha256.malik@gmail.com) | [sha256-malik.com](mailto:sha256-malik.com) | [linkedin.com/in/sha256-malik](https://linkedin.com/in/sha256-malik) | [github.com/sha256-malik](https://github.com/sha256-malik)

## EDUCATION

### Coventry University

*Bachelor's of Science in Computer Science, First Class(Hons)*

Coventry, U.K

*Jan. 2020 – May 2023*

## PROFESSIONAL EXPERIENCE

### CISCO

Oct 2024 – June 2025

*Technical Analyst*

*Berlin, Germany*

- Spearheaded the development of a Web3 decentralized application (DApp) using microservices architecture with Java and Spring Boot, providing a scalable backend for blockchain interactions.
- Designed and implemented smart contracts on Ethereum using Solidity, enabling secure and transparent transactions within the DApp.
- Developed microservices to handle user authentication, wallet integration, and transaction processing, each service interacting with the blockchain via web3.js and managed independently for modularity.
- Employed IPFS (InterPlanetary File System) for decentralized storage, ensuring data integrity and availability across the network.
- Utilized Docker and Kubernetes for containerization and orchestration, ensuring efficient deployment and scaling of microservices within a cloud environment.
- Implemented asynchronous communication between services using Kafka, optimizing transaction processing and improving system reliability.
- Collaborated with the DevOps team to establish CI/CD pipelines, enabling automated testing and secure deployment of updates to the smart contracts and backend services.
- Integrated AWS cloud services for deployment, monitoring, and scalability of decentralized applications.

### CISCO

April 2023 – Oct 2024

*Software Developer*

*Berlin, Germany*

- Spearheaded the development of a Django + DRF project to architect an API focused on managing annotators and their qualifications, integrating front-end technologies, particularly ReactJs, to enhance user interface and experience.
- Configured the project to use a MySQL database instead of the default SQLite database.
- Implemented synthetic data within the database to accurately emulate real-world application scenarios, ensuring the front-end components interacted seamlessly with backend data.
- Given Public and Private Cloud Platform administration, Kubernetes configuration and support.
- Utilized Python and Flask to build auxiliary microservices for handling lightweight backend tasks.

### CISCO

Feb 2023 – April 2023

*Project-ReConvert*

*New York, U.S.A*

- Developed new user-interface features using React JS from PHP
- Build reusable components and front-end libraries for future use
- Optimize applications for maximum speed and scalability
- Collaborate with other team members and stakeholders to design and implement new features
- Integrated Python and Flask-based REST endpoints to support dynamic UI components.

### Amazon

Aug. 2021 – December 2022

*Full-Stack Java Developer*

*California, USA*

- Engineered robust, scalable microservices in Java using Spring Boot, crafting clean and efficient code to meet functional requirements and ensuring high availability and resilience.
- Utilized AWS cloud solutions for backend service hosting, database management, and application scalability.
- Employed Docker for containerization, facilitating consistent deployments and seamless integration across development, testing, and production environments.
- Developed and maintained RESTful APIs, enabling seamless and secure client-server communications within a service-oriented architecture.
- Implemented dynamic user interfaces with JavaScript, optimizing interactivity and user engagement through responsive design and modern web development practices.
- Took ownership of the writing process from beginning to end

## TECHNICAL SKILLS

---

**Languages:** Java, Typescript, Kotlin, Python, C, C++, Carbon, SQL (Postgres), JavaScript, HTML/CSS, R, MATLAB, SwiftUI

**Frameworks:** React, Angular, Next.js Node.js, Flask, WordPress, FastAPI, TriviaAPI

**Developer Tools:** Git, VS Code, XCode, PyCharm, IntelliJ, Eclipse, Unix/Linux environments, Docker/Kubernetes

## PROJECTS

---

### **AgileFlow: DevOps Transformation for Rapid Delivery** | *Docker/Kubernetes, CI/CD, Jenkins*

- Implemented Infrastructure as Code (IaC) using Terraform, ensuring consistent and reliable provisioning of cloud resources.
- Designed and established robust CI/CD pipelines with Jenkins, streamlining software build, testing, and deployment workflows.
- Leveraged Docker for containerization and orchestrated applications using Kubernetes, enabling efficient scaling and management.
- Integrated monitoring tools (Prometheus, Grafana) and ensured security compliance with vulnerability scanning and access controls.

### **Distributed E-Commerce Platform** | *(Web Application) Java, Microservices, Spring Boot, Docker, JavaScript*

- Developed and integrated multiple microservices in Java using Spring Boot, handling aspects such as user authentication, product management, order processing, and payment transactions with a high degree of modularity and service isolation.
- Containerized all microservices using Docker, ensuring consistency across development, testing, and production environments, and orchestrated these containers effectively to manage microservices lifecycle.
- Implemented an API Gateway to route client requests to appropriate microservices, enforcing consistent API endpoint policies and reducing complexities for client-side communication.
- Spearheaded the development of a dynamic and responsive Single Page Application (SPA) using JavaScript, providing a seamless and interactive user experience.

### **Algorithm Sorting Visualizer** | *(Web Based Sorting) JavaScript, React*

- Made use of different sorting algorithm like : Merge Sort, Quick Sort, Heap sort, Bubble sort
- By the power of React, User-Interface, layout and Navigation
- Learned the preparation, organisation and process necessary to transform an idea into reality
- Successfully launched it on internet.

### **Timber Game** | *C++, SFML*

- Developed a 2D Game work easily on flash player or in Terminal
- Used SFML, which in common is Simple and Fast Multimedia Library a cross-platform software development library designed to provide a simple application programming interface that improves me to make the game playground and 2-D environment
- Collaborated with Minecraft server administrators to suggest features and get feedback about the plugin