Dharmik Vivek Shinde

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LinkedIn   GitHub   LeetCode

Professional Summary

A results-driven systems engineer dedicated to architecting and building fast, distributed, and highly scalable backend infrastructure. Passionate about clean code, performance optimization, and solving complex problems in asynchronous and real-time environments. An avid open-source contributor and leader, committed to driving technical excellence and innovation.

Education

Vellore Institute of Technology   2023 – Present
Bachelor of Technology in Computer Science and Engineering   Chennai, India
Cumulative GPA: 8.62 / 10

Deeksha PU College   2021 – 2023
Pre-University Course — PCMC (Physics, Chemistry, Mathematics, Computer Science)   Bengaluru, India
Aggregate: 92%

Technical Skills

Languages: Go, Java, Python, C/C++, JavaScript, Bash
Backend & Architecture: Microservices, Distributed Systems, REST APIs, WebSockets, Quarkus, Vert.x, Node.js, Express.js, Asynchronous Workflows (RabbitMQ)
Databases & Storage: PostgreSQL, MySQL, Redis, ClickHouse, Apache Pinot, CockroachDB, MinIO
Cloud & DevOps: Docker, CI/CD, GitHub Actions, Shell Scripting, Performance Profiling
Security: OSINT, CTF Design, Token-Based Authentication, Security Automation
Core Competencies: System Design, Debugging, Technical Documentation, Rapid Prototyping

Leadership & Experience

Chairperson – Linux Club, VIT Chennai   Apr 2025 – Present

- Elected to lead one of VIT's premier tech communities, guiding over 200 members and overseeing the execution of 15+ technical events and workshops.

- Championed a robust open-source culture by establishing project-driven learning paths and clear contribution guidelines.

- Streamlined engineering output by revamping technical documentation standards and project management workflows.

Backend Engineering Intern – LumiEther Research LLP   May 2025 – July 2025

- Engineered a high-concurrency, stateless workflow engine in Go, achieving sub-20ms latency for JSON-defined task flows under production-level load.

- Owned the design and implementation of a secure, token-based authentication module supporting both RESTful and event-driven communication channels.

- Deployed and managed a distributed backend platform to orchestrate complex, multi-user workflows, ensuring high availability and fault tolerance.

- Drove rapid prototyping and iterative development cycles in a high-trust, agile environment, maintaining full code ownership from concept to deployment.

Projects

TerminalSix – Capture the Flag Event Platform (Ongoing)

- Architecting an open-source, self-hostable CTF platform to enable secure, scalable, and engaging cybersecurity competitions.

- Implementing automated Docker orchestration for isolated, per-team challenge environments with dynamic flag generation to ensure contest integrity.

- Building a real-time, WebSocket-powered leaderboard featuring instant "first blood" and solve announcements to maximize competitor engagement.

- Designing a granular, role-based access control (RBAC) system for Super Admins, Event Admins, and Players.

- Leveraging a microservices backend with PostgreSQL for persistence, Redis for high-speed caching, and RabbitMQ for asynchronous task handling.

Aionos – Anti-Scam Audit System (Ongoing)

- Designing a decentralized ledger to store tamper-proof work proofs, payment confirmations, and audit logs between freelancers and clients.

- Engineering an anti-scam audit mechanism that programmatically verifies deliverables against contract terms before releasing payments.

- Authoring and deploying smart contracts to automate milestone tracking, dispute resolution, and trustless payment releases.

- Developing a secure, unified dashboard for clients and freelancers to upload, verify, and timestamp work artifacts with blockchain-backed authenticity.

CodeSmith – AI-Powered Project Bootstrapper [GitHub]

- Co-founded and engineered a tool that leverages local LLMs (`deepseek-coder:6.7b`) to intelligently generate project boilerplate and Docker configurations.

- Developed an interactive React frontend for seamless tech stack selection and integrated a code preview and download pipeline via a Node.js backend.

GoTasks – Terminal Task Manager [GitHub]

- Built a lightweight and intuitive CLI for task management in Go, designed to improve developer productivity with local JSON-based persistence.

- Implemented color-coded status outputs to provide immediate visual feedback on task states.