


Naman Vashistha (Backend)

 (+91) 99712 20867 |  namanvashistha15@gmail.com |  namanvashistha |  namanvashistha |  namanvashistha15 |  namanvashistha.com
|  Bengaluru, India

EXPERIENCE (4+ years)

Marrow

July 2022 – Present

Backend SDE-2

Bengaluru

- Architected and led AI-powered predictive maintenance and analytics systems, reducing downtime by 35% and saving \$2.5M annually.
- Spearheaded microservices adoption with Docker/Kubernetes, improving scalability by 50% and cutting deployment time by 40%.
- Mentored and upskilled 12+ developers, establishing code review and testing practices that boosted code quality and reduced bugs by 45%.
- Designed real-time data pipelines (Kafka, PySpark) processing 1TB/day, increasing analysis speed by 300% and reducing API latency by 60%.
- Led cloud migrations and ML initiatives, achieving 99.99% uptime, 40% cost savings, and \$1M+ in new revenue through predictive models.

Creesync Technologies

Feb 2021 – July 2022

Backend SDE-1

Gurugram

- ****Farcommerce****: Architected an ecommerce platform with GraphQL APIs.
- Enabled multitenancy for diverse client use cases (BoAt, Wow Skin, etc).
- Built and deployed CI/CD pipelines with Docker and Kubernetes.
- ****MamaEarth****: Transitioned systems to headless architecture for mobile apps.
- Integrated Payment Gateways and optimized API response times using AWS Lambda.
- Migrated infrastructure with zero downtime.

PROJECTS

LimeDB

- Built a horizontally scalable distributed database using Go with peer-to-peer topology.
- Implemented consistent hashing with virtual nodes for optimal load distribution.
- Designed gossip protocol for node discovery, failure detection, and cluster membership.
- Achieved 15K+ concurrent requests handling with FastHTTP and PostgreSQL backend.
- Automated multi-platform releases with Docker images and semantic versioning via GitHub Actions.

Real-time Multiplayer Chess

- Built a scalable backend using Go with WebSockets for real-time communication.
- Designed a PostgreSQL schema to handle game states and player data efficiently.
- Implemented matchmaking, move validation, and reconnection logic.

EDUCATION

Jaypee Institute of Information Technology

2017 – 2021

Bachelor of Technology

Noida, IN

SKILLS

Languages : Python, Go, C/C++, JS, PHP

Backend : Django, Flask, NodeJS, GraphQL, Laravel, AWS Lambdas, microservices

Databases : MongoDB, MySQL, Postgres

Tools : GIT, Docker, SSH client, bash, zsh

DevOps : Kubernetes, GitHub Actions, AWS (EC2, S3, etc)

Frontend : Flutter, React, CSS3, Bootstrap, HTML5