# Nasirul Ahmed

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## Skills & Technologies

**BACK-END** | Node.js • Nest.js • Express.js • GraphQL • Spring Boot

**FRONT-END** | Next.js • React.js • Redux • Zustand • JavaScript • HTML • CSS • TailwindCSS • Bootstrap

**MISCELLANEOUS** | Amazon AWS • Amazon S3 • MongoDB • PostgreSQL • Firebase • Redis •Docker • CI/CD • Deployment • Microservices

**SOFT SKILLS** | Strategic Thinking • Learn and Be Curious • Deliver Results

## Experience

**PIXENTECH PRIVATE LIMITED**                    *July 2022 – October 2025*

- Designed and delivered scalable full-stack applications using React/Next.js on the frontend and Node.js with GraphQL APIs and RESTful APIs on the backend, owning features end-to-end from development to production.
- Architected high-performance backend services leveraging GraphQL queries and subscriptions for real-time data updates, while integrating third-party systems and aggregators via REST APIs (RGS platform).
- Developed 20+ interactive web applications and dashboards, optimizing GraphQL resolvers, MongoDB queries, and Redis caching to support concurrent users with low-latency performance.
- Led migration from monolithic services to a microservices architecture, improving modularity, scalability, and fault isolation while resolving complex production issues.
- Deployed containerized services on AWS (S3, EC2, Fargate) with CloudFront CDN and automated CI/CD pipelines using GitHub Actions, reducing deployment time by 40% and improving release reliability.

## Projects

**CRASH** | Node.js, GraphQL, MongoDB, Redis, Socket.io, React.js, Tailwind

- Engineered a scalable real-time multiplayer crash game using Node.js, GraphQL subscriptions, Socket.io, Redis Pub/Sub, and MongoDB, supporting 50K+ concurrent players with synchronized state updates.
- Enhanced GraphQL resolvers and database indexes, reducing API response times by 25% and enabling 2x more concurrent players without additional costs.
- Improved front-end performance and server throughput through Redis caching and query optimization, accelerating client load time by 30%

**REMOTE GAMING SERVER** | Node.js, Express, MongoDB, Redis, Socket.io, Docker, AWS

- Architected high-throughput gaming server processing 30k+ daily requests with 99.9% uptime.
- Designed optimized mongoDB data models and indexes, reducing query latency by 40%.
- Implemented Redis pub/sub reducing service latency by 60%.

## Education

**North Eastern Hill University**
B.Tech in Information Technology
*Sept 2016 – August 2020*

## Awards

**Winner of Team Building**
Pixentech Private Limited (at client site)
*January 2024*
Recognized for outstanding contribution and collaboration in team-based challenges, leading to first-place wins on two occasions.

## Coursework

- Advanced Algorithms
- Database Systems
- Web Technologies
- Software Engineering
- Machine Learning

## Interests

- AI/ML for Games or Web Apps
- Cloud Computing, Deployment and Scalable Architectures

## Sites

Demo Games