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**SUMMARY**

Full-stack Lead Engineer with 5+ years’ experience architecting and scaling distributed systems. Proficient in JavaScript/TypeScript, Node.js, React, and REST/WebSocket APIs. Seeking to lead development of real-time, spatial computing applications.

**EDUCATION**

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**EXPERIENCE**

|  |  |
| --- | --- |
| **Previous Company Name**  *Senior Full-Stack Engineer* | **Previous Location**  *YYYY-YYYY* |

*•* Led development of a real-time collaboration platform using Node.js, React, and WebSockets, resulting in a 20% increase in user engagement.

*•* Designed and implemented REST APIs for a high-traffic application, improving response times by 15%.*•* Architected and deployed a microservices-based system using Docker and Kubernetes, enhancing scalability and reducing downtime by 10%.

**PROJECTS**

|  |  |
| --- | --- |
| **Real-time Spatial Logic Engine (Bubblzz-inspired)** | *YYYY-YYYY* |

*•* Developed a real-time spatial logic engine using Node.js and a NoSQL database (e.g., MongoDB) to manage and coordinate objects, users, and behaviors in a simulated 3D environment.

*•* Implemented WebSocket communication for real-time updates and interaction, achieving sub-second latency.*•* Designed and implemented a system for managing user permissions and dynamic interactions within the spatial environment, supporting 1000+ concurrent users.

**Interactive Environment Creation Platform (AirScene-inspired)**  *YYYY-YYYY* *•* Built a platform for designing, scripting, and deploying interactive environments using React and a graph database (e.g., Neo4j) to model relationships between objects and events.

*•* Developed an event-driven architecture using Kafka to handle real-time updates and trigger actions within the environment.

*•* Integrated with a 3D modeling library (e.g., Three.js) to create visually rich and engaging experiences.

**Mobile/Web Interface for Spatial Experiences (LightPlay-inspired)**  *YYYY-YYYY* *•* Created a mobile and web interface using React Native and React to allow users to interact with the spatial environments in real-time.

*•* Implemented real-time collaboration features, allowing multiple users to interact simultaneously within the same environment.

*•* Integrated user authentication and authorization mechanisms using OAuth 2.0, ensuring secure and controlled access to the platform.

**SKILLS**

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