SHAURYA

Senior Backend Engineer — Rust — Distributed Systems

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Professional Summary

Senior Engineer with **3+ years of experience** specializing in **Rust-based backend systems**, Web3 integrations, and real-time applications. Proven track record of building scalable marketplaces, gaming platforms, and employee monitoring tools with strong expertise in distributed systems. I specialize in high-reliability microservices using **Actix-web**, handling complex business logic with strong typing and performance optimization to deliver efficient, error-resistant systems. Extensive experience in microservice architecture, developing event-driven services using Actix-web, Kafka, and PostgreSQL, with a focus on building low-latency APIs and ensuring high availability under heavy traffic. Committed to **Test-Driven Development (TDD)** to maintain clean, efficient, and maintainable code.

Core Specialties

Backend Development: Rust, Actix Web Framework, RESTful API Design, Microservices Architecture
Distributed Systems: Event-Driven Systems, Kafka Messaging, High Availability, Fault Tolerance
Databases: PostgreSQL Optimization, Redis Caching, Query Performance Tuning
Practices: Test-Driven Development, System Reliability, Observability, Performance Optimization

Technical Skills

Backend & Systems: Rust, Actix Web, RESTful APIs, Microservices
Databases & Messaging: PostgreSQL, Apache Kafka, Redis, Event-Driven Architecture
DevOps & Infrastructure: Docker, Kubernetes
Tools & Practices: Git, Grafana, Test-Driven Development, System Observability

Professional Experience

Backend Developer   **2022 – Present**
PHYND   *Gaming Platform*

- Built core gaming platform services using **Rust** and **Actix-web** for high-performance game discovery and user progression tracking
- Developed scalable APIs optimized for **TV environments**, handling game discovery, social features, and real-time player interactions
- Implemented **matchmaking systems**, player statistics tracking, and achievement management with focus on low-latency performance
- Designed and deployed **microservices architecture** ensuring high availability and fault tolerance for gaming platform
- Optimized database queries and caching strategies to handle concurrent user sessions and real-time game state updates

Backend Developer   **2021 – 2022**
RapidShot   *Employee Monitoring Tool*

- Developed high-performance **Rust backend APIs** for employee productivity monitoring with desktop activity tracking
- Engineered secure, **real-time analytics system** for data processing and Tauri desktop application integration
- Implemented efficient data pipelines to handle continuous activity streams with minimal performance overhead
- Built robust **authentication and authorization systems** ensuring data privacy and secure access controls
- Optimized backend services for real-time data synchronization and analytics dashboard generation

Key Achievements

- Developed **event-driven microservices architecture** using Kafka for real-time data processing and synchronization
- Implemented comprehensive **TDD practices** resulting in highly maintainable and bug-resistant codebase

Career Objective

Looking to join a **high-impact**, **engineering-driven** team to deepen expertise in **Rust & distributed systems**, work on **large-scale, performance-critical systems**, and build products that **scale** and make a **meaningful difference**.