

Vishal Dilip Kale

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Summary

Results - driven and innovative Node.js developer with over 2.5 years of experience in backend development and real-time multiplayer game solutions. Skilled in crafting scalable, high-performance APIs and server-side architectures using advanced technologies like Redis, Mongo DB, and PlayFab Cloud Scripts. Adept at optimizing system performance, ensuring seamless client-server communication, and collaborating across teams to deliver impactful solutions. Passionate about leveraging technical expertise to build robust, user-focused applications.

Skills

Programming Languages & Frameworks: JavaScript, Node.js, Type Script, Express

Database Management: MongoDB, MySQL , Redis

Gaming Tools: PlayFab Cloud-Scripts, Socket.IO

Other Tools: Puppeteer, Cha-tGPT , Postman , Git , Github

Learning : - python , AI/ML , Vite - React

Experience

Artoon Solutions Private Limited , Surat

Feb 2023 - Present

Back End Developer

- Developed and maintained the server-side logic for a real-time multiplayer game using Node js, Socket.io. and playFab
- Implemented scalable and efficient data management solutions
- Leveraged Socket.io to create real-time socket events for seamless Communication between players and the game server. - Designed and optimized MongoDB schemas to store and retrieve game data efficiently
- Worked on CI/CD pipeline for seamless deployment and release management
- Collaborated with the frontend development team to integrate game features and ensure smooth communication between client and server
- Collaborated closely with the frontend and QA teams to understand reproduce, and debug reported issues effectively.
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Lemon Technologies Surat

Nov 2022 - Feb 2023

Junior Web Developer

- Worked as part of a maintenance team, responsible for resolving bugs and issues reported by clients in a timely manner.
- Collaborated closely with the frontend and QA teams to understand reproduce, and debug reported issues effectively.
- Analysed codebase to identify root causes of bugs and implemented efficient fixes to improve software stability.
- Utilized Node.js, and JavaScript, to implement bug fixes and updates across various modules of the application.
- Communicated directly with clients to gather feedback, understand requirements, and provide technical support. - Contributed to code reviews
- collaborated with team members to maintain code quality and best practices

Projects

Support Synk (Node.js, Python, Vector DB - ChromaDB, SmolAgents)

- Developed an AI-driven auto-response system integrated into mobile games (**iOS & Play Store**) to respond to user reviews and queries.
- Built an AI agent capable of analysing user reviews, using semantic search with Chroma DB to identify similar past queries and generate appropriate responses.
- When no match is found, the agent generates context-aware replies using predefined instructions.
- Integrated Gmail API for automated responses to user emails as part of the system.

Spin Out-Law :- (Azure PlayFab Cloud-Scripts, Cloud Function, HTTP Function, Automation)[playstore](#)

- Developed a Coin Master-inspired game with features like village building, raids, and attacks powered by PlayFab Cloud Scripts.
- Designed a spin-based reward system using PlayFab's serverless architecture for randomized outcomes and real-time updates.
- Implemented cloud-based logic for raid and attack mechanics, ensuring secure and scalable player interactions.
- Integrated dynamic village progression and resource management using PlayFab's data storage and event features

Fruit Chop Game Development (NodeJs, Redis, Socket.io, MongoDB)

- Developed server-side logic and real-time communication features using Node.js and Socket.io for the "Fruit Chop" game.
- Implemented a re-join feature to address network issues, allowing players to seamlessly re-join the game where they left off if they encounter connectivity problems.
- Utilized Redis for caching and Bull Queue for handling background jobs and task processing, enhancing the efficiency of game operations.
- Implemented data handling mechanisms to synchronize game states and facilitate smooth multiplayer interactions, ensuring an immersive gaming experience for players. Additionally, MongoDB was utilized for efficient data storage and retrieval, optimizing game performance and scalability.

Freelancing

Freight Management System (React, Node JS, MySQL, Hostinger VPS)

- The Freight Management System simplifies logistics with user-friendly features for administrators and companies.
- Administrators have the ability to create companies, establish subscription plans, and allocate them accordingly.
- Companies manage roles such as senders, receivers, drivers, and vehicles within the system. • Users can select multiple drivers, assign routes, and pay border charges according to the selected route when creating bookings.
- This comprehensive system ensures efficient freight operations from booking to delivery.

Education

MGM's Jawaharlal Nehru Engineering College - Aurangabad, Maharashtra

Aug 2018 to Jun 2021

Master's in Computer Applications (MCA)

Dr. Babasaheb Ambedkar Marathwada University - Aurangabad, Maharashtra

Aug – 2015 to Jun2018

Bachelor of Computer Science (BCS)

Academic project

Study-point: - Main objective of this project is to provide an academic study related material according to students semester and syllabus