Shubham Saini

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GitHub Portfolio: https://github.com/saini11shubh

SKILLS

LANGUAGES — JavaScript, GO Lang C, C++, Java

BACK END DEVELOPMENT — Node JS, Express JS, Socket.IO

FUNDAMENTALS — Object Oriented Programming, Database Management System, Operating System

OTHERS — Data Structures & Algorithms, GitHub, Fork, Firebase, Postman

DATABASES — MySQL, MongoDB, Redis

EXPERIENCE

Software Engineer at Evozone Technolabs

07/2024 – present
Jaipur, Rajasthan

- Developed and maintained high-performance **RESTful APIs** in **Golang and Node.js**, ensuring fast and reliable responses to front-end requests.
- Implemented robust server-side logic and integrated databases, enabling efficient data processing and seamless application functionality.
- Collaborated with front-end developers to design and optimize data flow and user experience.
- Utilized version control systems (e.g., Git) for code management and collaborated within a team environment.
- Conducted code reviews, testing, and debugging to maintain code quality and performance standards.
- Ensured security and data protection measures were in place for API endpoints.

Software Engineer at Mobzway Technologies

08/2022 – 07/2024
Jaipur, Rajasthan

- Developed high-performance backend systems using **Golang, Node.js** and **Express.js**, ensuring scalability and efficiency.
- Designed and implemented **RESTful APIs** to support seamless integration with front-end applications.
- Led code reviews to maintain adherence to coding standards and best practices.
- Implemented robust authentication and authorization mechanisms, strengthening application security.
- Optimized database queries, achieving a 20% reduction in response times and improving overall performance.
- Utilized Git and GitHub for effective version control and streamlined team collaboration.
- Created detailed technical documentation to support system maintenance and future development.

EDUCATION

Masters in Computer Science, Rajasthan Technical University

2023 – Present

Bachelors in Computer Science, Rajasthan University of Commerce College

2019 - 2022

PROJECTS

Multiplayer Game Development (Under 10, Tambola, Callbreak, Snake & Ladder)

- Developed and optimized real-time multiplayer games using **Golang, Node.js, Express.js, Socket.io, Redis, and MongoDB**.
- Implemented **JWT** token-based authentication and **CORS** configuration to ensure secure, cross-origin API access.
- Created game logic, AI bots, and scalable backend architecture to deliver seamless user experiences.
- Built **RESTful APIs** for player data, authentication, and **microservices communication**.
- Contributed to debugging, performance optimization, and maintaining clean, well-documented code.

Sports Stats & League Ladder System (Big Bash, IPL, Basketball(NCAAB, NBA), Baseball(MLB) & Hockey(NHL))

- Developed a real-time sports stats and league ladder platform for **Basketball, Baseball, Hockey, Big Bash League, and IPL**.
- Built high-performance backend services using **Go (Golang)** for processing match data and player statistics.
- Implemented **JWT** token-based authentication and **CORS** configuration in Go for secure API access across origins.
- Utilized **Redis** for efficient cache management, reducing database load and improving response times.
- Designed and optimized **MySQL** schemas to store team rankings, match results, and player performance data.
- Developed **Node.js RESTful APIs** to integrate with frontend applications and external data providers.
- Engineered scalable data pipelines for live match updates, focusing on clean architecture and high performance.