

ROHIT SHARMA

Senior Backend Engineer

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SUMMARY

Senior Backend Engineer with 9+ years of experience building scalable APIs, real-time systems, and event-driven backend services using Node.js, Go, PostgreSQL, MongoDB, Redis, MySQL, and AWS. Strong experience in backend architecture, database schema design, audit logging, queue-based processing, and performance optimization. Worked across media, gaming, ecommerce, and collaboration platforms, with hands-on ownership of core modules and production backend systems.

CORE SKILLS

Backend: Node.js, TypeScript, JavaScript, Express.js, NestJS, Go

Databases: PostgreSQL, MongoDB, MySQL, Redis

Cloud / AWS: Lambda, SQS, SNS, S3, EC2, CloudWatch

Architecture: REST APIs, Microservices, Event-driven systems, Real-time systems

Monitoring / Tools: Datadog, Coralogix, Docker, Git, Bitbucket, Swagger, Postman, Jira

PROFESSIONAL EXPERIENCE

Lead Engineer / Module Lead Engineer | Kellton | Jan 2022 – Mar 2024, Rejoined Jul 2024 – Present

Projects: SonyLiv IRIS, Bolt CMS, PokerJam Multiplayer Gaming Platform, Carrot Ecommerce App (Future Group Mumbai)

- **Architected and scaled core backend microservices** using **Node.js, TypeScript, and Go**, supporting high-throughput event-driven architectures for enterprise clients like Sony (IRIS platform).
- Designed **PostgreSQL** schema for core backend modules and owned the **Audit Trail** module for system traceability.
- **Built real-time streaming pipelines** utilizing **GoLang** and AWS services (SNS, SQS long polling, Lambda), reducing CMS API latency by 35% through optimal backend routing and polling design.
- Built and enhanced backend APIs and AWS Lambda workflows for SonyLiv **Bolt** CMS modules; reduced CMS API latency by 35% through backend optimization and improved polling flow design.
- Implemented queue-based processing using **AWS SQS** long polling and integrated **Coralogix** and **Datadog** for centralized logging, tracing, and production observability.
- Built multiplayer backend features for PokerJam using **Socket.IO, Redis, MongoDB**, and AWS SQS to support concurrent **real-time game** events and state synchronization.
- Designed and optimized backend APIs for Carrot ecommerce workflows; improved user feed response time from 3 seconds to 400 milliseconds using Redis caching.

Senior Software Engineer | Sorice Solutions | Apr 2024 – Jul 2024

- Built and maintained backend APIs using NestJS, JavaScript, and Kafka.
- Supported backend enhancements, bug fixes, and service improvements across modules.
- Mentored junior developers and contributed to code reviews and engineering discussions.

Senior Software Developer / Team Lead | ProProfs | Mar 2017 – Jan 2022

Projects: Collaborate (Chat Application / Feed System), Training Maker

- Led a team of 5 engineers to deliver real-time chat and Q&A applications.
- Built one-to-one and group messaging features using Node.js, [Socket.IO](#), [MySQL](#), and [Express.js](#).
- Contributed to backend architecture decisions for collaboration and feed systems, and mentored team members through code reviews.

Software Developer | Cybuzz InfoTech | Mar 2016 – Feb 2017

- Reworked backend logic for a School Management System using PHP, MySQL, JavaScript, and jQuery.
- Built reusable components and handled feature enhancements and issue fixes.

SELECTED IMPACT

- Reduced SonyLiv Bolt CMS API latency by **35%** through backend optimization and improved polling flow design.
- Improved user feed response time from **3 seconds to 400** milliseconds using Redis caching.
- Owned and built **audit logging workflows** to improve backend traceability and event tracking.
- Worked on scalable real-time and queue-based systems using **Redis, SQS, SNS**, and **Socket.IO**.

EDUCATION

Master of Computer Application (MCA) – IGNOU, New Delhi

Bachelor of Computer Application (BCA) – IGNOU, New Delhi