

Aryan Kathawale

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TECHNICAL SKILLS

Languages: Typescript, Javascript, HTML/CSS, Go, C, Rust, Python, SQL, Gleam.

Frameworks: Next.js, Jest/Puppeteer, Angular, Vue, Jquery, React Native, Expo, Nest.js, Fastify, Hono, Express.

Developer Tools: Git, Node.js, Tailwind CSS, Figma, Deno, Bun, Docker, Rabbit MQ, Kafka, GCP, AWS, Cloudflare, Jira, LLMs.

Libraries: React, Tensorflow, Pytorch, , Redux, Graphql, HTMX, Effects

Database: PostgreSQL, Prisma, Drizzle Non-relational: MongoDB, Redis, Sqlite.

Focus on : Frontend Design, UI /UX, Animation, Refactoring, Optimization, Complexity Compression, System Architecture.

EDUCATION

Sinhgad College Of Engineering

Bachelor of Engineering in Computer Science, Major in Machine Learning, 7.64 GPA

Pune, Maharashtra

Jan. 2021 – Aug 2024

EXPERIENCE

Principal Software Engineer

Dreamcare Developers .LLC

Sept 2025 – Present

Pune, India

- Re Architected the company's tech stack to a **PNPM Monorepo** so we could share components sites for the Maharashtra Police Department.
- Developed the **Internal Registry system** like ShadCN registry for components that follow the UX4G Guidelines, which is shared with everybody to score better on Lighthouse, Re Architected the backend stack with **Hono** and **Convex** to better suit growing needs of the Government Intelligence agencies. Reduced time and complexity of both front and back end enough that the average PR time reduced by half
- Helped develop business relations and foster collaborative environment with muliple tech firms, while providing solutions to those companies as well.

Principal Engineer

AxiaNext.LLC

Aug 2024 – Sept 2025

Kyoto, Japan

- Architected and implemented a sophisticated web scraping engine using **Puppeteer and TypeScript**, enabling automated data extraction from multiple sources with 99% accuracy and 70% reduction in manual effort.
- Developed an advanced semantic search functionality leveraging **TypeScript, Elasticsearch, and TensorFlow.js** that improved search relevancy by 85% and reduced query latency by 60%.
- Established robust frontend architecture patterns using **TypeScript, React Query, Zod and Zustand**, implementing a component library that accelerated UI development by 50% while ensuring type safety across the application.

Software Engineer II

Born Agile AI.

Jan 2023 – June 2024

Hungary (remote)

- Led the development team of 3 and implementation of the Proof of Concept and engineered ML models utilizing **Langchain, Vector Db, and Next.js**, resulting in a scalable architecture with **10x returns**. Supervising the construction of custom **RAG and Streaming API**.
- Set up authentication via OAuth and email pipeline, Streamlined and 40% faster. Used Next-Auth, React-email, and Nodemailer for SMTP requests. **Saving \$1200 per month.**

Backend engineer

Yottalligent

May 2021 – Oct 2022

Mumbai/Remote, India

- Refactored code from **GraphQL to TRPC** in production, optimized JavaScript with promises, and improved microservice compile times, rewriting some in Go by 25%. Deployed on Serverless for enhanced efficiency.
- We successfully deployed the API code to **Cloudflare workers**, resulting in a **400 % cost reduction** using the Wrangler CLI. Moving to an **Event Driven Design** Pattern instead of a Monolith.

PROJECTS

Vscode Animation Extension <i>Webpack, Typescript, Sass, Node, Vsx, Apc Custom UI</i>	Jan 2025 – Jan 2025
<ul style="list-style-type: none">Implemented a VSCode extension that brings smooth animations to VSCode.Leveraged Apc Custom UI++ library to inject custom CSS into VSCode.Demonstrated Webpack orchestration skills and software quality.	
Pic-thing <i>TypeScript, Image Processing, UI</i>	Apr 2025 – May 2025
<ul style="list-style-type: none">Developed an experimental image processing and manipulation tool for the web.Implemented features for uploading, editing, and transforming images with a focus on performance and user experience.Open-sourced the project to encourage community contributions and creative extensions.	
Blank Cache <i>Typescript, Deno, Effect.jsr</i>	Jan 2025 – Mar 2025
<ul style="list-style-type: none">Caching libraryImplemented a caching libraryImplemented LRU, LFU, FIFO, EXPIRE type of cache that works on every runtime	
Blank Theme (Cursor Theme Extension) <i>Lua, Theme Development, Cursor</i>	Apr 2024 – May 2024
<ul style="list-style-type: none">Developed a minimal and highly customizable cursor theme extension called "Blank Theme" for the Cursor editor.Focused on clean design, accessibility, and easy user customization.Open-sourced the project to enable community-driven enhancements and theming.	
Multi-Channel AI Memory System <i>Node.js, Redis, Upstash Vector, Qdrant, MongoDB, OpenAI Embeddings, Docker, TypeScript</i>	Jul 2024 – Sept 2024
<ul style="list-style-type: none">Developed a unified multi-channel AI memory system integrating Redis short-term memory, Qdrant long-term memory, and multi-vector embeddings.Implemented Upstash Redis KV + Vector Search for fast 48-hour short-term context retention with sub-15ms vector lookups.Built long-term memory storage using Qdrant with automatic collection initialization and persistent vector search.Created a probabilistic identity linker using embeddings, metadata similarity, and behavioral patterns to map cross-platform user identities.Designed a full API layer for memory store/retrieve operations, identity lookup, and system health checks.	
URL Shortner in Deno <i>Deno, OAuth, Redis, Sqlite, Docker, Preact, Bash, Hono.js</i>	Jul 2024 – Sept 2024
<ul style="list-style-type: none">Developed a URL shortener without using any external dependencies, utilizing native Deno APIs.Leveraged Sqlite as a KV data store for OAuth and user credentials.Rewrote React rendering logic to generate static site generation, tightly coupling backend and frontend.Installed no npm modules for React, database ORM, or authentication, making the project platform agnostic.	
GIGI: Git Implementation in Go <i>GoLang, MakeFile, Charm CLI Library</i>	Jan 2024 – Mar 2025
<ul style="list-style-type: none">Implemented a software version management system similar to Git.Solved compilation and system design problems for Linux, Windows, and Mac.Demonstrated Go and low-level system design expertise.	
Drawy <i>Next, Typescript, LLM, Streaming, Excalidraw API, Fal.AI</i>	Sept 2024 – Nov 2024
<ul style="list-style-type: none">Developed a real-time image-generating application that uses rough sketches by the user to generate accurate images based on user requirements.Used Fal.AI and Excalidraw to stream images based on real-time sketches or illustrations.Innovative research and experimentation.	
Zebra Crossing <i>Deno, Typescript, JSR, Hono.js</i>	Jan 2024 – Jul 2024
<ul style="list-style-type: none">Rate limit middleware written in Typescript for Hono.js.Deployed on JSR as a middleware to handle rate limiting.	