

Aryan Kathawale

[linkedin.com/in/kiritocode1](https://www.linkedin.com/in/kiritocode1) | github.com/kiritocode1

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** | *Webpack, Typescript, Sass, Node, Vsx, Apc Custom UI* Jan 2025 – Jan 2025
- 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** | *TypeScript, Image Processing, UI* Apr 2025 – May 2025
- 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** | *Typescript, Deno, Effect, jsr* Jan 2025 – Mar 2025
- Caching library
 - Implemented a caching library
 - Implemented LRU , LFU , FIFO , EXPIRE type of cache that works on every runtime
- Blank Theme (Cursor Theme Extension)** | *Lua, Theme Development, Cursor* Apr 2024 – May 2024
- 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** | *Node.js, Redis, Upstash Vector, Qdrant, MongoDB, OpenAI Embeddings, Docker, TypeScript* Jul 2024 – Sept 2024
- 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** | *Deno, OAuth, Redis, Sqlite, Docker, Preact, Bash, Hono.js* Jul 2024 – Sept 2024
- 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** | *GoLang, MakeFile, Charm CLI Library* Jan 2024 – Mar 2025
- 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** | *Next, Typescript, LLM, Streaming, Excalidraw API, Fal.AI* Sept 2024 – Nov 2024
- 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** | *Deno, Typescript, JSR, Hono.js* Jan 2024 – Jul 2024
- Rate limit middleware written in Typescript for Hono.js.
 - Deployed on JSR as a middleware to handle rate limiting.