

Ishant Sikdar

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PROFESSIONAL SUMMARY

Software Engineer experience in building high-performance backend systems using **Java**, **Golang**, **Spring Boot**, **Node.js** and **AWS**. Solved **300+ LeetCode problems** and earned the **AWS Cloud Essentials Knowledge Badge**, with proven experience reducing latency, and optimizing databases in Fintech and Gaming domains. Skilled in **System design**, **WebSockets**, **Pub/Sub architectures**, and end-to-end application development.

EXPERIENCE

Software Development Engineer

July 2024 – July 2025

*FUTY - **Link** – Remote (London HQ – Entertainment & Fintech Startup)*

- Reduced API latency by **90%** in a real-time battleship-style game by asynchronous job processing with **BullMQ** and **Redis caching**, improving in-game latency from **2.5 seconds** to **200ms**.
- Built a high-availability fantasy sports platform “FUTY” for **2K+ users** using **React**, **TailwindCSS**, and **AWS S3 + CloudFront**, achieving sub-**200ms** asset delivery via CDNs.
- Developed a robust loan management system, incorporating form validations, transaction tracking, and error handling to reduce loan tracking errors by **35%**.
- Refactored the core **AWS S3 integration** to support **MinIO**-compatible endpoints, enabling the use of self-hosted object storage for cost savings and data control.

Backend Engineer - Intern

Nov 2023 – May 2024

*Opalina Technologies - **Link** – Noida, Uttar Pradesh - (B2B Fintech Solutions)*

- Developed a **loan management & collection system** using **Java**, **Spring Boot**, and **MongoDB**, processed **25,000+ loan applications** post launch.
- Implemented push notification scheduling using **Cron jobs** and **batch processing** to remind employees for daily collections, improving timely task completion by **80%**.
- Reduced **MongoDB** query response times by **70%** through aggregation pipeline optimization, strategic indexing, and schema tuning, significantly improving API response times.

PROJECTS

Distributed Websocket Server - **Link** | *Go, Redis, Pub/Sub, Websockets, AWS*

September 2025

- A high-performance non-sticky realtime horizontally scalable websocket server application, capable enough to power **10,000+ users** in realtime apps.
- Engineered and built a websocket application using **Golang** backed by **Redis**, supporting non-sticky connections upto thousands of clients per machine.
- Leveraged **Redis Pub/Sub** and Route Tables to accurately forward client messages to correct destinations under **150ms latency**.
- Flawlessly handled **10,000 clients**, firing total **10,000 messages per second** during load testing on **AWS**, using **Auto Scaling Groups** and **Clustered Redis Elasticache**, monitored by **Cloudwatch**.

SKILLS

Languages & Frameworks: Java, Spring Boot, Golang, Hibernate, Node.js, TypeScript, JavaScript

Databases & Tools: MySQL, PostgreSQL, MongoDB, Redis, SQL, NoSQL, JPA, ORM, RDBMS

Cloud & DevOps: AWS, Docker, GitHub Actions, CI/CD, Linux, Git

Certifications: AWS Cloud Essentials Knowledge Badge

Others: Agile, Algorithms, DSA, LLD, HLD, System Design, Pub/Sub, Websockets, HTTP, REST APIs

EDUCATION

Maharaja Surajmal Institute

2022 – 2025

Bachelor's, Computer Applications, CGPA: 8.9

Delhi

- Relevant coursework: **Data Structures**, **Database Management System**, **Operation Systems**, **Computer Networks**.