Anshul Bharat

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INDIA

SUMMARY

Full-Stack Software Engineer specializing in backend systems and scalable architectures. Experienced in building applications, engines and AI Tools with expertise in API development, **Monorepo Architectures**, **distributed systems** and **scalable applications.**

ENGINEERING EXPERIENCE / PROJECTS

Personal Engineering Projects.

Updawg – Monitoring System — Github

Tech Stack : Rust | Poem | Diesel | Redis | r2d2 | Next.js | Redux

- Built a Rust-based monitoring system for tracking website uptime and service health across allocated nodes.
- Implemented concurrent health-check workers for efficient monitoring of multiple endpoints.
- Designed system components to support scalable uptime tracking and fault detection.

TwoD Verse – Real-Time 2D Metaverse Platform — Github

Tech Stack : TypeScript | Express | WebSocket | PostgreSQL | Prisma | Phaser | WebRTC

- Developed a real-time multiplayer 2D virtual space inspired by Gather.town with spatial interactions.
- Enforced WebSocket-based state synchronization to broadcast user movement and interaction events.
- Built backend services using Node.js and PostgreSQL to manage user sessions and shared world state.
- Planned modular service architecture enabling scalable real-time communication.

Mone – Exchange — Github

Tech Stack : TypeScript | Express | WebSocket | PostgreSQL | Prisma | Next.js

- Architected a centralized crypto exchange (CEX) backend supporting real-time order book updates and trade execution.
- Added WebSocket-based streaming for live market data and trading events.
- Improved schema-validated APIs using Zod to ensure safe request validation and reliable trading operations.
- Built backend services using Express, PostgreSQL, and Prisma ORM for scalable database interactions.

Canvas – Collaborative Whiteboard Platform — Github

Tech Stack : TypeScript | Canvas| Express | WebSocket | PostgreSQL | Prisma | Next.js

- Enhanced a real-time collaborative whiteboard supporting multi-user drawing sessions.
- Applied event-driven backend architecture in TypeScript for scalable client synchronization.
- Used WebSocket communication to broadcast drawing events across connected clients.

EDUCATION

Bachelor of Engineering. Computer Science and Engineering Chandigarh University, Mohali, India	**Dec 2021 - Jun 2025**

SKILLS

PROGRAMMING LANGUAGES: TypeScript, JavaScript, C++, Rust, Python

FRONTEND: React, Next.js, TailwindCSS, Shadcn, Phaser, Zustand,

BACKEND & API: Node, Bun, Express, Hono, REST APIs, FastAPI, Poem, WebSockets, WebRTC

SYSTEM DESIGN: Microservices, Event-Driven Systems, Distributed Systems, Messaging Queues, Monorepo Architecture (Turborepo)

DEVOPS: Docker, Kubernetes, AWS (EC2, S3), CI/CD

DATABASE AND CACHE: PostgreSQL, MongoDB, Redis, Prisma ORM

BLOCKCHAIN/ WEB3 : Solana, Anchor Framework, Rust Smart Contracts

AI & LLM Frameworks: Claude, LangChain, n8n, OpenRouter

SOFT SKILLS: Problem Solving, Analytical Thinking, Technical Communication, Team Collaboration, Adaptability

CERTIFICATION

Web Dev. Bootcamp : Udemy	**| Colt Steele**
COHORT #3 : Web Development + DevOps + Blockchain	**| 100x DEVS**

AWARDS

Coursera Star Performer - Full Stack Dev.	**Dec 2023**
Teckathon 2023 - Ranked within the Top 20 team in internal Smart India Hackathon (SIH)	**Nov 2023**