

Ameya Warade

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TECHNICAL SKILLS

Languages: TypeScript, JavaScript, Python, C, C++, SQL, HTML/CSS

Tools/Frameworks: Node.js, Express.js, React.js, Colyseus, Prisma, Firebase (Firestore), AWS (EC2), Google BigQuery, Jest, Git, Docker, Postman.

EDUCATION

University of Southern California

Master of Science in Computer Science (GPA: 3.48/4.0)

Los Angeles, United States

Aug 2025 – May 2027

Dr. Vishwanath Karad MIT World Peace University

Bachelor of Technology in Computer Science Engineering (GPA: 9.29/10.0)

Pune, India

Aug 2019 – May 2023

WORK EXPERIENCE

Software Engineer | Mars Telecom Systems Pvt Ltd | Oct 2024 – Aug 2025

- Developed a secure **Complaint Management System** using **Node.js** and **MySQL**.
- Refactored legacy web interfaces to improve **User Experience (UX)** for client applications.
- Translated client requirements into backend features and API enhancements using **Node.js**.

Backend Developer | Wega Labs | Aug 2023 – Sept 2024

- Designed and maintained **CI/CD deployment workflows** on **AWS EC2** using blue-green deployment, enabling zero-downtime production releases.
- Built scalable cloud data pipelines with **Google BigQuery** and **Firebase Firestore**, processing **50K+ daily gameplay events**.
- Reduced API response times by **25%** through server-side PHP caching, minimizing unnecessary database reads.
- Developed and maintained **RESTful APIs** using **PHP** and **Node.js** to support evolving game features and backend functionality.
- Implemented Android and iOS in-app purchases to support mobile game monetization and revenue generation.
- Integrated platform ad SDKs to establish additional in-game monetization streams.
- Created real-time **Metabase** dashboards for retention and behavior analysis, supporting founder decision-making.
- Integrated cloud-based **Backend-as-a-Service (BaaS)** solutions for authentication and inventory management, improving deployment reliability.

Game Backend Developer | Cricinshots Gaming Pvt Ltd | Jul 2022 – Mar 2023

- Engineered a **scalable real-time multiplayer backend** using **TypeScript**, **Node.js**, and **Colyseus** for matchmaking, lobbies, and session management, supporting **10,000+ concurrent players** with low latency.
- Ensured backend reliability and code quality by writing unit and integration tests with **Jest** (90%+ coverage), reducing production bugs and regression issues.
- Maintained React-based company website and mentored two backend interns, ensuring timely feature delivery and code quality.

Backend Developer Intern | Cricinshots Gaming Pvt Ltd | Mar 2022 – Jul 2022

- Developed a Node.js backend for a multiplayer Tic-Tac-Toe game supporting **10,000+ concurrent sessions**.
- Implemented automated testing with **Jest** to ensure server-side reliability and code quality.

PROJECTS

JustChat | Real-Time Chat Application | *React, Node.js, Express.js, Socket.io, MongoDB, Clerk, Docker*

- Developed a full-stack real-time chat application with React, Node.js, Express.js, Socket.io, and MongoDB, enabling instant messaging and persistent conversation history.
- Implemented secure authentication using Clerk, real-time WebSocket communication, online presence, and media sharing with ImageKit.
- Dockerized and deployed the application on Render, building REST APIs for messaging, user discovery, and conversation management.

TubeRunner | 2D Platformer Application | *Unity, C#*

- Designed and developed a side-scrolling platformer application using Unity and C#, implementing object-oriented scripts for character movement and state management.
- Programmed custom physics logic for collision detection and interaction between dynamic game entities.