

Mohit Kothari

Backend Web Developer (Python) with 2+ year of industry experience in Software Development in Python, Django and Angular7.

EMPLOYMENT

May 2018 - present

ASSOCIATE SOFTWARE DEVELOPER - JetSynthesys Pvt. Ltd, Pune

- + Software developer responsible for designing & Developing the server side logic of games, deployment and ensuring high performance and responsiveness to requests from games.

March 2017 - May 2018

WEB DEVELOPER (BACKEND) - Hotwani Solutions, Yavatmal

- + Back-end web developer responsible for designing the server side logic, definition and maintenance of the central database, and ensuring high performance and responsiveness to requests from front-end.

EDUCATION

2012 - 2016

BACHELOR OF ENGINEERING - SGBAU, Amravati

- + Completed Bachelor's Degree in Electronics & Telecommunication Engineering from Jawaharlal Darda Institute of Engineering & Technology, Yavatmal
- + CGPA: 7.42

2009 - 2012

DIPLOMA IN ENGINEERING - Maharashtra State Board of Tech Education

- + Completed Diploma in Electronics & Communication Engineering from Laxminarayan Agrawal Memorial Institute of Technology, Dhamangaon
- + Percentage: 69.83

SKILLS

Languages
Frameworks
Databases
Tools & IDE's
Servers Technologies
Other

Python, PHP, Angular 7, CSS, HTML, Embedded C, Android SDK.
Django, DRF, Flask.
MySQL, MongoDB, Redis, Cassandra, Sqlite3.
GIT, SVN, PyCharm, Visual Studio Code, Android Studio.
Nginx, Apache, AWS.
RabbitMQ, Kafka, Ejabberd, Celery, FCM, EC2, S3.

PROJECTS

Nov 18 – Present
(Team Member)
Team Size: 4

JETPLAY GAMING PLATFORM – JetSynthesys Pvt. Ltd.

A generic gaming platform with all the necessary features required for mobile games serving as a universal platform for any mobile game.

- + Defining requirements for the project structure based by reviewing games and their features while keeping the structure generic for any type of game.
- + Designing the architecture with mongoDB and Redis database for fastest response.
- + Implementing multi-tenancy with Django, mongoDB and Redis.
- + Writing code with high scalability for future modules as well as horizontal server scaling.

Feb 18 – March 18
(Team Member)
Team Size: 3

JETPLAY TOURNAMENTS – JetSynthesys Pvt. Ltd.

A platform for gaming tournaments at physical location with real-time leaderboards and reward distribution.

- + Designing a platform with ability to support tournaments for any given game.
- + Designing angular web panels for Admin and end user.
- + Integrating payment gateway for purchasing tournament tickets and crediting rewards to users PayTM wallet.

June 18 – August 18
(Developer)
Team Size: 1

LEAGUE & INBOX FOR PLAYBLAZER – JetSynthesys Pvt. Ltd.

These are the custom modules for popular gaming platform ‘Playblazer’ which adds the functionality of Users Inbox & tier based events to the platform with lots of features like bucketing, Automatic promotion/demotion, Bots, Rewards, PVP matchmaking, etc.

- + Understanding the existing platform and designing a logic around existing DB structure.
- + Designing the Cassandra Schema to store various season related information for players.
- + Implementing Celery to handle various background activities that needed to be processed.

April 17 – May 18
(Team Member)
Team Size: 6

SILKBMS – Hotwani Solutions

A Business Management Application Developed in Angular & Python.

- + Designed and implemented RESTful API with using Django.
- + Deploying the web application on server and maintaining.
- + Designing and manage database. Working alongside front-end developers to deliver best performance to users.
- + Leveraged open source libraries to add/improve functionality of application.
- + Transform client needs into proposed application designs.
- + Completed code writing duties, reviewed daily code for bugs or errors and conducted tests.