

Saurav Ghimire

Software Engineer | Backend / Full-Stack | Melbourne, Australia

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Summary

Backend focused Full-Stack Software Engineer with 3+ years of hands-on experience owning the design, development, and delivery of scalable REST APIs, real-time distributed systems, and cloud-native applications. Deep expertise in Node.js, TypeScript, and microservices architecture, with a strong track record of leading backend initiatives, driving system design decisions, and shipping production systems used by thousands of users. Experienced across the full delivery lifecycle — from architecture and API design through to CI/CD, containerisation, and production operations on AWS. Currently pursuing a Master of Cybersecurity at Monash University, Melbourne. Seeking mid-senior Software Engineer or Backend Engineer roles.

Technical Skills

Languages:	TypeScript, JavaScript, Python, C#
Frameworks:	Node.js, NestJS, Express.js, Django, .NET
Databases:	PostgreSQL, MongoDB, MySQL, Redis
Testing:	Jest, automated testing, manual QA, regression testing, test script development
Frontend:	React.js, Next.js, semantic HTML, technical SEO, on-page SEO
IoT & Messaging:	MQTT, WebSockets, real-time event processing
Cloud & DevOps:	AWS (S3, IAM, EC2, Lambda, RDS), Docker, CI/CD pipelines, load balancing, Linux, VPS
Tools:	Git, Postman, Swagger, Bull Queue
Methodologies:	Agile/Scrum, system design, microservices architecture, REST API design, TDD

Professional Experience

Freelance Full-Stack Developer

2023 – Present

Independent

Remote (part-time, alongside full-time roles)

- Built and deployed GraceRN, a full-stack ed-tech exam preparation platform, to enable institutes to manage question banks and students to practise targeted exam content — now serving 500+ daily active users in production.
- Developed FEVOTI's web platform for a vocational training institute in Liberia, to consolidate their 8+ programmes and student enrolment workflows into a single accessible site — improving reach to prospective students across the region.
- Built Aruba Clear Kayak, a booking platform for a kayaking business in Aruba, integrating TripAdvisor to streamline customer reservations — went live and began generating real bookings within weeks of launch.
- Applied technical SEO across all projects — schema markup, canonical URLs, sitemap generation, semantic HTML, and page speed optimisations — to improve organic search visibility for each client.

Software Engineer

Nov 2024 – Jan 2026

Veda Studios

Kathmandu, Nepal

- Owned end-to-end backend architecture for real-time multiplayer games using Nakama, designing match lifecycle logic, RPCs, and player session management that scaled to 1000+ concurrent users via horizontal scaling and load balancing.
- Led the migration from a monolithic codebase to a microservices architecture, cutting deployment cycle time by 40% and enabling independent scaling of high-traffic services.
- Designed and optimised REST APIs serving concurrent mobile users, reducing average API response time by 35% through query optimisation, Redis caching, and connection pooling.
- Engineered secure payment integrations (Stripe, Khalti) with webhook validation and idempotency checks, reducing failed transactions by over 90%.
- Established Docker-based containerisation and zero-downtime deployment pipelines with automated rollback, reducing production incidents by 60%.
- Defined API contracts and technical standards in collaboration with frontend and mobile teams across Agile sprints, cutting integration bugs by 50%.

Associate Backend Developer / QA
Burgeon Tech

Dec 2023 – Sep 2024
Kathmandu, Nepal

- Took technical ownership of backend feature development using Node.js and TypeScript across 3 production applications with active user bases.
- Designed, documented, and versioned REST APIs using Swagger, reducing frontend–backend integration issues by 40% and accelerating onboarding for new team members.
- Built a comprehensive automated test suite (unit, integration, regression) using Jest, increasing code coverage from under 20% to 75% and catching critical bugs before release.
- Drove CI/CD improvements by integrating automated test pipelines, reducing regression-related hotfixes by 30% across quarterly release cycles.
- Managed production deployments across VPS environments and owned AWS (S3, IAM) configuration for storage, access control, and environment security.
- Mentored junior developers through structured code reviews, establishing best practices that improved overall code-base maintainability.

Full-Stack Intern
Burgeon Tech

Sep 2023 – Nov 2023
Kathmandu, Nepal

- Delivered backend components for real-time and IoT-based systems using MQTT and WebSockets within the first month of joining.
- Implemented role-based access control (RBAC), CRUD operations, and Redis caching strategies, reducing average API latency by 25%.
- Contributed meaningfully to system-wide optimisation and refactoring efforts, working alongside senior engineers in an Agile environment.

Projects

Real-Time Multiplayer Tic-Tac-Toe

tictactoe.sauravg.com

- Designed and built a decoupled real-time multiplayer game with a React frontend and Node.js backend, independently deployed and publicly accessible.
- Implemented WebSocket-based game state synchronisation supporting concurrent players and spectators with sub-100ms latency.
- Source: github.com/ghimiresaurav/tictactoe-server

Education

Monash University, Melbourne
Master of Cybersecurity

Mar 2026 – Present

Kathmandu University, Dhulikhel
Bachelor of Science in Computer Science

Sep 2019 – Aug 2024
CGPA: 3.64 / 4.0

Certifications

JavaScript Algorithms and Data Structures — freeCodeCamp

March 2023

Volunteer Experience

IT Meet Coordinator
Kathmandu University

2023

- Led a team of 50+ organisers to deliver a large-scale university tech event — hackathons, workshops, and competitions — for 2,500+ attendees.
- Owned end-to-end logistics, technical scheduling, and community outreach from planning through execution.

Executive Board Member
Kathmandu University Computer Club

2021 – 2022

- Spearheaded technical workshops, coding challenges, and student engagement initiatives for the university CS community.