ASHISH MALLICK

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Fullstack Engineer with 6+ years of experience delivering scalable platforms using ReactJS, Next.js, Django, GoLang, and AWS. Currently leading engineering at OML, architecting cloud-native microservices, enforcing GDPR compliance, and driving data-driven solutions for influencer marketing. Passionate about clean architecture, system design, and technical leadership.

EXPERIENCE

Only Much Louder | SDE-III | Bangalore

- Led development of a high-scale creator analytics microservice for Hyp.io using Django, GoLang, PostgreSQL, and React, serving 100+ customers with insights across 280M+ social media creators.
- Implemented Agency Contract Management and Plan features with **contract workflows**, • credits-based billing, transaction history APIs, and client- and sales-facing UIs - streamlining operations and efficiently handling 1000+ activities simultaneously.
- Led GDPR compliance for Hypothesis by implementing encryption, access controls, and privacy-first • workflows on AWS, securing 1000+ user records and passing audits with zero violations.
- Implemented ABAC for granular 10+ view/edit permissions based on roles and context, enhancing security and flexibility across the platform.
- Achieved sub-second data retrieval latency by integrating Meta Graph API with secure OAuth 2.0, • powering real-time insights and post-level analytics for over 200K creators.
- Launched the Listicles view featuring 120+ AI-curated influencer lists across 10+ categories and 10+ locations, enhancing content discovery and user engagement.
- Architected and deployed scalable, production-grade cloud applications using AWS services like EC2, • ECS, RDS, and Lambda — ensuring 99.99% uptime, sub-200ms response times, and secure processing of millions of API requests each month.
- Led and mentored a 6-member engineering team, boosting sprint velocity by 30%, reducing review • time, and delivering high-impact features with zero critical issues, while fostering a culture of clean code and ownership.

Only Much Louder | SDE-II | Bangalore

- Engineered a responsive frontend for the Hypothesis platform using ReactJS and MUI, delivering **20+ dynamic business flows** to streamline campaign management and creator discovery.
- Built and deployed an SEO-optimized Next.js app serving 100+ daily users, integrating Strapi CMS with custom plugins for scalable content management.
- Designed and maintained a reusable MUI-based design system with 50+ custom components for • consistent and scalable UI across product and marketing site.

Byju's - The Learning App | SDE-II | Bangalore

- Created an automated PDF report generation system for 10K student performance analytics using Handlebars.js for templating and Puppeteer for rendering.
- Designed a video feedback collection interface that enables 10K users to leave timestamped feedback at specific moments within a video.
- Built the frontend interface for tutor task management and scheduling, enabling efficient 100+ assignment tracking and calendar-based planning.
- Engineered CMS features including batch management, subjective test scheduling, and monthly • assessment planning to streamline 1000+ academic workflows.

10times Internet Pvt. Ltd. | SDE-I | Noida

Built a real-time communication platform supporting 1,000+ daily active users, featuring • low-latency video conferencing and instant messaging for smooth and reliable virtual collaboration.

(April 2024 - Present)

(March 2023 - March 2024)

(March 2022 - March 2023)

(Jan 2019 - March 2022)

- Handled a SaaS project which included CRM, 10+ third-party integrations, CMS generating 1,000+ organic leads based on user interests and location. (Visit: <u>https://login.10times.com</u>).
- Built a modular, server-side Email Templating Engine to streamline the creation of 100+ marketing and 35+ product engagement emails, enabling dynamic content generation and improving maintainability across campaigns.
- Integrated and managed Stripe for oDASH and maintained Razorpay integration, enabling 100+ of secure, seamless online transactions monthly and ensuring reliable payment processing for both domestic and international users.
- Engineered a **real-time chat system** for **10times.com** using **Firebase**, seamless real-time communication for 100+ users across the platform.

Freelance | Ghaziabad

(June 2017 - Jan 2019)

(2015 - 2019)

- Created an AR application using Unity and Vuforia, enabling real-time interaction with **100+ 3D objects** to deliver immersive and engaging augmented reality experiences.
- Integrated WebGL to generate **complex 3D models and high-resolution meshes** comprising over a **million triangles**, enabling rich, interactive visual experiences directly in the browser.

PROGRAM & PROJECTS

School of Innovation India from Facebook at SV.CO

• Developed an immersive VR experience using Unity and Meta Quest, enabling users to explore a virtual city and interact with 3D objects in real time.

Document Tracker

Description: Built a **standalone JavaScript library** that enables users to **track and manage documents** for seamless integration across web applications.

Stack used: HTML5/CSS, Bootstrap 4, PHP, JavaScript (scripting language), MySQL, Socket.io

Echoes and Shadows

Description: Developed a **standalone RPG game** where players assume the role of an ancient island warrior, battling monsters to avenge the destruction of her village. **Stack used:** Unity3D, Adobe Photoshop

EDUCATION

B.Tech | Computer Science & Engg.

Krishna Institute of Engineering & Technology | AKTU | Scored 75.6%

SKILLS

Languages: Python, JavaScript, TypeScript, GoLang, SQL, NoSQL, HTML5/CSS
Frameworks: Django, ReactJS, Redux, NextJS, Node/Express, ElasticSearch, Kafka, Strapi, Material UI, storybook
Databases: PostgreSQL, MongoDB, MySQL, Firebase
Cloud & DevOps: Docker, AWS (VPC, Amplify, ECS, EC2, RDS, Load Balancer, Lambda, Route 53, API Gateway, SQS, Cloudwatch)
Tools: Git, Github, Postman, Figma
Hands on experience: C++, PHP