

ABHISHEK THAKUR

Backend Engineer

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SUMMARY

Backend engineer focused on Go, Rust, PostgreSQL, and Linux. Built production systems for payments, delivery matching, notifications, and operational workflows, while using personal projects to go deeper into version control, storage, concurrency, and native Linux software.

EXPERIENCE

Founding Backend Engineer, GoDigiCom Technologies | SARWAM Remote | 02/2026 – 08/2026
Go · TypeScript · Hono · PostgreSQL · Supabase · Docker · AWS · Firebase

- Built backend systems across buyer, logistics, notifications, and internal MIS services, covering catalog/search, carts, order lifecycle, Cashfree payments, analytics, KYC, and settlement workflows. Designed and maintained a PostgreSQL/Supabase data model spanning 25+ tables, with RLS, SECURITY DEFINER RPCs, and database triggers for rating aggregation, delivery OTPs, and payout reconciliation.
- Split delivery matching into a public TypeScript/Hono API gateway and an internal Go engine. Kept order bundles, driver locations, and active-delivery state in memory to remove database reads from the matching hot path, with service timeouts, reconciliation, and atomic driver acceptance.
- Built a stateless FCM notification service shared across buyer, seller, and logistics backends, and shipped the TypeScript API and Go matching engine as separate Docker images through GitHub Actions and GHCR to EC2 with commit-SHA releases, health checks, and automatic rollback.

SKILLS

Languages

Go, Rust, TypeScript, Java

Backend

gRPC, Kafka, Hono, Firebase

Data

PostgreSQL, Redis, Supabase, S3/MinIO

Systems

Linux, GTK4, GStreamer, Glycin

Infrastructure

Docker, GitHub Actions, AWS EC2/ECS/ECR, GHCR, Prometheus, Grafana, OpenTelemetry

PROJECTS

open-mpv

Rust · GTK4 · GStreamer · Glycin

- Built a native GNOME photo and video viewer in Rust. Images, animated media, SVGs, and GStreamer video playback share a GdkPaintable rendering path, with zoom/pan/rotation, subtitles, hardware-decoding fallback, and clipboard-only Quick Markup.
- Designed media work around explicit lifecycles: async decode, SVG, animation, and metadata results are generation-scoped so stale work cannot replace newly selected media. Image decoding is bounded and deduplicated with a limited cache, while GStreamer resources are torn down when media changes.
- Implemented safe local file operations including freedesktop Trash/Undo and atomic rotate-save, preserving file metadata while ensuring interrupted replacement leaves either the complete old or complete new file.

Fervion

Rust · Go · PostgreSQL · S3/MinIO

- Designed an API-first, offline-capable version control system with a Rust Object Engine as the storage authority and Go services handling networking and orchestration. Modeled history with content-addressed objects, snapshots, raw and semantic operation logs, and compare-and-swap refs using version tokens to reject stale writes.
- Built the Rust/Go boundary over Unix-socket IPC with length-prefixed frames, bounded JSON metadata, raw binary payloads, proto contracts, and explicit deadlines. Added filesystem and S3/MinIO storage paths with PostgreSQL-backed metadata for refs, operation logs, and tombstones.
- Implemented per-scope encryption domains, content-defined chunking before encryption, key leases and rotation, durable offline queues, tombstones, review gates, and resumable cross-scope promotion with re-encryption.

OPEN SOURCE

Pipe-CD

GitHub Actions · Helm · CI/CD

- Fixed a release-pipeline race where parallel matrix jobs could publish Helm charts before their container images existed and push the same charts concurrently. Moved chart publication into a dedicated job gated on all image builds, ensuring charts publish once, only after every image succeeds.

EDUCATION

Integrated M.Tech in Software Engineering, Vellore Institute of Technology, Andhra Pradesh 2022 – 01/01/2027
GPA: 8.04 | Relevant Coursework: Distributed Systems, Operating Systems, Database Management Systems, Computer Networks, DSA