

Ansh Sonkusare

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OBJECTIVE

Skilled programmer proficient in JavaScript and full-stack development, with 5+ years of coding experience, seeking internship or remote job opportunities to apply and enhance technical abilities, offering practical insights and a strong passion for learning. Available to start immediately.

SKILLS

Frontend Development: JavaScript, TypeScript, Next.js, Tailwind CSS, CMS

Backend Development: gRPC, REST API, ORM, GraphQL, tRPC

Database: PostgreSQL, MySQL, Firebase, Supabase

DevOps: AWS, DevOps, Docker, NixOS, Networking

EXPERIENCE

Software Developer (Gaming Platform)

Nov 2025 – Present

WasteIT LTD

- Developed and shipped multiple games end-to-end, along with admin panels and platform features, using **Next.js**, **GraphQL**, and **MongoDB**.
- Optimized database queries and backend performance while resolving critical security vulnerabilities and bugs, improving platform stability.
- Collaborated on UI/UX design and frontend development, delivering responsive and engaging game experiences for a high-traffic gaming platform.
- Managed and streamlined deployment workflows using **Kubernetes** and **Argo CD**, ensuring reliable and efficient release cycles.

Senior Software Developer (Gaming Platform)

Feb 2024 – Jan 2026

Confidential Client

- Led a team of developers in building full-stack applications using **Next.js**, **MongoDB**, **Node.js**, **Express**, and **React.js**.
- Spearheaded the implementation of **CI/CD** pipelines, reducing deployment time by 50% through **Docker** integration.
- Optimized workflows that improved team efficiency by 25%, contributing to faster project delivery.
- Designed and implemented user interfaces, backend logic, and database systems, supporting over 100,000 daily active users.
- Improved application performance by 30% through efficient server-side logic and database optimizations.

PROJECTS

Ribozome | *Next.js, Prisma, tRPC, TypeScript, PostgreSQL, Redis, Clerk Auth, AWS, Docker*

Jan 2026 – Feb 2026

- Built a cross-chain DeFi layer enabling assets to earn yield across ecosystems without leaving their home chain.
- Enabled users to stay on Base, hold native assets, and access yield from Solana, Hyperliquid, BNB, and other non-EVM chains with no bridges, wrapping, or cross-chain movement.
- Implemented intent-based execution with solver-backed liquidity to synthetically mirror real yield.
- Kept assets native while capital works globally, resulting in safer and more capital-efficient yield.

Blockchain Gacha Game | *React, TypeScript, Vite, TailwindCSS, Solidity, PostgreSQL*

Mar 2026 – Apr 2026

- Built a next-gen multiplayer gaming platform on Monad Testnet with AI-powered Pokemon battles and token betting.
- Built an infinite procedurally-generated open world with a custom Canvas 2D game engine.
- Implemented a real-time battle system using Google Gemini AI for strategic move decisions.
- Developed WebSocket-based live updates and wallet-based authentication with signature verification.