

Dipesh Shrestha

Full-Stack Software Engineer | Backend Focus (Go, PostgreSQL, React)
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CAREER OBJECTIVE

Full-Stack Software Engineer with 2+ years of experience and a strong backend focus in Go and PostgreSQL, and hands-on frontend experience in React, Next.js and Flutter. Looking to grow into designing scalable, cloud-native systems while building reliable products with a collaborative engineering team.

TECHNICAL SKILLS

Languages: Go (Golang), TypeScript, JavaScript, SQL, Python
Backend: REST APIs, Microservices, WebSockets, NATS, Redis, PostgreSQL, Qdrant
Frontend & Mobile: React, Next.js, Tailwind CSS, Flutter
Cloud & DevOps: AWS, Docker, Kubernetes, Helm, GitHub Actions (CI/CD)

PROFESSIONAL EXPERIENCE

Webpoint Solutions, LLC

Kathmandu, Nepal

Software Engineer

July 2026 – Present

- Primary backend engineer for a multi-tenant geo-routing platform, authoring **~88% of its commits**, 80+ migrations and 95+ integration test files.
- Reduced the main API response time **from 3.3 seconds to 25 milliseconds** by optimizing PostgreSQL queries on 230K+ records.
- Built partner integrations (webhooks, data mapping, two-way sync) and cut callback time **from 6 s to under 50 ms**.
- Built **live video streaming** (RTMP ingest, FFmpeg to HLS, WebSocket chat) and a NATS-based notification system for 11+ event types.
- Built React and Next.js features including a browser go-live studio, admin moderation dashboards and map-based search.
- Switched the church map list to cursor pagination (**10.8 s → 0.27 s per page**) and added index-backed typo-tolerant search over 55K churches.

Associate Software Engineer

June 2025 – July 2026

- Top contributor (1,300+ commits)** to a jobs and networking marketplace, owning jobs, social feed, chat and admin features.
- Built an **AI recommendation engine** with AWS Bedrock and Qdrant to personalize feeds and job matches.
- Diagnosed a **concurrency bug** that froze the real-time API under load; built a stress test and fixed the race conditions.
- One of two core backend engineers on a **video streaming platform from day one** (350+ commits): Google/Apple sign-in, HLS playback, notifications and content moderation.
- Added 2FA, rate-limited OTP login, audit logs, role-based data masking and GDPR-compliant deletion.
- Contributed to Kubernetes deployments with the DevOps team using Helm, ArgoCD and HashiCorp Vault.

Software Engineer Trainee & Backend Intern

December 2024 – June 2025

- Built authentication (Google OAuth, JWT), real-time WebSocket chat, notifications and typo-tolerant, location-based search for a marketplace API.
- Built Go APIs for an internal HR system with role-based access, a two-level leave approval workflow and SQL reports.

PROJECTS

Nepal Ludo League — Online Tournament App

Go, PostgreSQL, Redis, Flutter

- Production-ready app for paid Ludo tournaments on Android, iOS and Web with live multiplayer games and wallets.
- Built the **eSewa payment integration** end to end, from Flutter checkout to server-side verification in Go.

Khelon — Athlete Ranking Platform

Go, React, Flutter

- Solo-built** a cross-sport ranking platform with a Glicko-2 rating engine, live chat and notifications across Go, React and Flutter apps.

EDUCATION

Bachelor of Computer Application (BCA) — Prime College, Kathmandu

March 2020 – March 2025