

Shaikh Aman

Full Stack Developer • Hyderabad, India

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Education

Bachelor of Technology in Information Technology (IT)

MLR Institute of Technology, Hyderabad

2022 – 2026

CGPA: 7.78 / 10

Technical Skills

Languages: TypeScript, JavaScript, Python, Java, SQL

Frontend: React.js, Next.js, Redux Toolkit, Zustand, Tailwind CSS

Backend: Node.js, Express.js, FastAPI, Hono, REST APIs, WebSockets, JWT Authentication

Databases & Caching: PostgreSQL, Redis, MongoDB, SQLite (Cloudflare D1), Firebase Firestore, Prisma ORM, Drizzle ORM

Tools & Platforms: Git, Docker, Cloudflare Workers, Vercel, Postman

Experience

Product Developer Intern

Mar 2025 – Aug 2025

UrbanLoop, a ride-hailing platform (rider and driver apps live on Google Play Store and Apple App Store)

- Migrated the legacy Python/Flask backend to Node.js, Express.js, PostgreSQL, and Prisma ORM, taking the system to production readiness.
- Built core REST APIs powering the Rider app, Driver app, and internal Admin panel, secured with JWT authentication and role-based access control.
- Implemented WebSocket-based real-time ride tracking and a distributed, Redis-backed OTP login flow.
- Shipped referral and rewards tracking for user acquisition; integrated the WhatsApp API for automated notifications and cron jobs for scheduled tasks.

Projects

IntelliQuery - AI Text-to-SQL Analytics Platform

intelliquery.shaikhaman.dev • [GitHub](#)

- Built a Next.js + FastAPI platform that turns plain-English questions into validated SQL across five database engines, returning live results, auto-selected charts, and AI summaries.
- Designed a template-first SQL pipeline: deterministic templates answer common queries with zero LLM tokens, and a schema-grounded OpenAI-to-Gemini fallback chain with one-shot query repair handles the rest.
- Enforced defense-in-depth execution with SELECT-only validation, read-only transactions, timeouts, and row caps, grounding AI insights in server-computed statistics to prevent hallucinated numbers.

PixelPlayground - Edge-Backed Browser Arcade

pixelplayground.shaikhaman.dev • [GitHub](#)

- Built six offline-capable browser games backed by Hono on Cloudflare Workers with D1 (SQLite) and Drizzle ORM; the backend is a sync layer, so gameplay never blocks on the network.
- Designed guest-first auth where silent guest accounts upgrade to full credentials without losing data, and replaced bcrypt with PBKDF2 (WebCrypto, 100k iterations) to fit Workers' CPU limits.
- Made scoring server-authoritative with Zod-validated submissions, per-game plausibility rules, and write-time leaderboard aggregates; per-game code splitting cut bundles to ~24–44 KB.

Inscribe - Edge-Native Blogging Platform

inscribe.shaikhaman.dev • [GitHub](#)

- Developed a Medium-style publishing platform (React, Hono on Cloudflare Workers, PostgreSQL) with tags, likes, comments, and one-click AI post summaries via Cloudflare Workers AI (Llama 3).
- Published a shared Zod validation package to npm ([@shaikhaman/medium-common](#)) so frontend types and backend validation share a single source of truth.
- Ran Prisma on the edge via Accelerate's HTTP connection pooling and sanitized all user-generated rich text with DOMPurify.

Achievements & Certifications

- Won 1st place in the MLRIT Innovation Challenge for building a web application.
- Conducted a two-day Flutter & Firebase workshop, training 100+ peers.
- Data Structures and Algorithms using Java (NPTEL certification).