Firos K

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Portfolio: firos.in

Summary

Backend-focused Software Engineer with 2 years of experience building scalable services and REST APIs using Java, Spring Boot, and PostgreSQL. Experienced in distributed systems, cloud technologies, and real-time applications.

Technical Skills

Languages: Java, C++, TypeScript, Python
Backend: Spring Boot, Microservices, Node.js, REST APIs, WebSockets
Databases: PostgreSQL, SQL
Cloud & Tools: AWS (Lambda, API Gateway, S3, IAM), Git, GitHub
Core CS: OOP, Data Structures & Algorithms, Design Patterns

Experience

Specialist Programmer Sep. 2024 – Present
Infosys Ltd. *Bengaluru*

- Developed and maintained Java/Spring Boot backend services and REST APIs, integrating backend and frontend modules while improving response efficiency and reducing UI load time by 20%.
- Debugged production issues across distributed services, improving application reliability and incident response while integrating MSAL authentication to secure protected application modules.

Backend Intern Sep. 2023 – Jan. 2024
TalentMonk Pvt. Ltd. *Bengaluru*

- Developed REST APIs for Google Forms–style survey systems with flexible schemas, storing responses efficiently in CSV and PostgreSQL.
- Built an API-driven skill management module with automated schedulers and optimized Prisma ORM queries, increasing survey completion by 25% and improving database performance by 30%.

Project Intern Nov. 2022 – Jun. 2023
Samsung PRISM *Remote*

- Co-developed a Deep Learning model for multilingual phoneme generation, integrating it into a Flutter mobile app, improving inference accuracy and deployment readiness by 20%.

Projects

Snipit – Real-Time Shared Clipboard | *Java, Spring Boot, PostgreSQL*

- Built a URL-driven shared clipboard where each unique URL acts as a persistent collaborative document with automatic board creation and PostgreSQL-backed storage.
- Designed REST APIs and implemented real-time collaborative editing using WebSockets, enabling low-latency synchronization across multiple concurrent users.

fross – Multiplayer Game Platform | Live: fross.firos.in | *React, TypeScript, Firebase Firestore*

- Built and deployed a browser-based gaming platform featuring 9+ multiplayer and single-player games with real-time gameplay and matchmaking.
- Designed a reusable WebSocket-driven multiplayer architecture for room management, game synchronization, player turns, and scoring across concurrent sessions.

Education

Cambridge Institute of Technology Bengaluru,Karnataka
B.E. in Computer Science(CGPA: 8.92) *July 2020 — June 2024*

Achievements & Certifications

VS Code Folder Structure Extension: 1000+ downloads | **GitHub Foundations Certified**