

# WILLIAM ROZARIO

New Delhi, India | +91-9971632593 | rozario958@gmail.com  
Software Engineer | Backend Systems | AI Applications | MERN | Next.js

## PROFESSIONAL SUMMARY

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Software Engineer with 1.7+ years of experience building scalable, data-driven web applications and backend systems using MERN, Next.js, and Vue.js. Specialized in designing AI-powered workflows using LangChain, implementing secure authentication systems, and developing high-performance dashboards. Proven ability to build production-grade systems including payment integrations, automation tools, and dynamic content engines.

## KEY ACHIEVEMENTS

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- Built end-to-end Stripe payment and webhook system for real-time subscription and billing workflows
- Developed AI-powered branching story engine using LangChain with structured outputs
- Designed graph-based editor for managing complex narrative workflows
- Automated internal workflows via Discord bot and GitLab integration

## TECHNICAL SKILLS

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**Frontend:** React.js, Next.js (SSR/ISR), Vue.js, TypeScript

**Backend:** Node.js, Express.js (REST APIs, middleware architecture)

**Database:** MongoDB (schema design, indexing, aggregation pipelines)

**AI / LLM:** LangChain (structured outputs, prompt pipelines, dynamic workflows)

**Systems:** Authentication (JWT, refresh tokens), RBAC, Webhooks, API design

**Tools:** Git, Postman, GitLab, Python

## PROFESSIONAL EXPERIENCE

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### Software Development Engineer | Edvanta Technologies

Sep 2024 – Apr 2026

- Designed and developed a multi-module admin platform managing users, quests, AI interviews, and story workflows with organization-level RBAC access control
- Built a secure authentication system using refresh tokens and session handling for scalable user management
- Engineered Stripe payment integration with webhook handling (success, failure, subscriptions), enabling reliable real-time billing workflows
- Developed a LangChain-powered story generation API producing structured JSON outputs with dynamic branching and scene-based generation
- Built a node-based graph editor for creating and managing branching narratives with real-time scene and path editing
- Designed scalable MongoDB schemas for cognitive assessments and analytics, optimizing storage and retrieval of high-volume user data
- Created a custom React-based game SDK with modular components and centralized state management for rapid game development
- Implemented a blog authoring and publishing system with rich text editing, draft workflows, and SEO-friendly structure
- Improved platform visibility via SEO optimizations including structured metadata and dynamic content mapping from external sources
- Developed a Discord bot (Eddy) integrating GitLab for standup automation, leave tracking, and internal workflow management
- Built data extraction and processing pipelines (Python) to convert unstructured documents into structured data formats
- Implemented data export systems (CSV/JSON) to support analytics and reporting workflows

## EDUCATION

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**Master of Computer Applications (MCA)**

2024

Amity University

**Bachelor of Computer Applications (BCA)**

2021

MDU