Dinesh Verma

Full-Stack Engineer · TypeScript, React, Next.js, Node.js · AI/LLM Integration

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Professional Summary

Full-Stack Engineer with 7+ years of experience building web platforms end to end: 4+ years with React, Next.js, Node.js and PostgreSQL, and 2+ years with Laravel, JavaScript and real-time multiplayer games. Led the build of Paradiso's AI learning platform, from the original Laravel authoring system to a new TypeScript LMS. That work includes AI roleplay and coaching with 3D and HeyGen video avatars, real-time voice bots on WebRTC and WSS, and a custom PPT/PPTX-to-SCORM conversion library. Also supported custom LMS platforms for clients on AWS and Azure. Experienced in Scrum teams, code review and mentoring developers.

Technical Skills

- **Languages:** TypeScript, JavaScript, PHP, Python, SQL, HTML5, CSS3
- **Frontend:** React, Next.js, Three.js, Electron, Tailwind CSS, Design Systems (component libraries, UI kits), Front-End Performance Optimization
- **Backend:** Node.js, Express, Laravel, CodeIgniter, REST APIs, Prisma, Webhooks, Stripe
- **Real-Time:** WebRTC, WebSockets (WSS), Socket.io, realtime voice APIs
- **AI:** LLM integrations (OpenAI, Claude API), structured outputs, function calling, MCP, TTS voices, 3D avatars, HeyGen video avatars
- **Databases and Caching:** PostgreSQL, MySQL, NoSQL databases, Redis, Stored Procedures
- **Cloud and DevOps:** Docker, AWS, Azure, GitHub Actions, pnpm monorepos
- **Testing:** Jest
- **LMS:** SCORM, LTI, Moodle, Custom LMS Development, PPT/PPTX conversion
- **Practices:** Scrum/Agile, System Architecture, Code Review, Technical Mentoring, Production Support

Professional Experience

Full-Stack Engineer · Paradiso Solutions, India · October 2022 to Present

LMS (TypeScript monorepo, Python, PostgreSQL, Docker) · 2026

- Led the rebuild of Paradiso's LMS as lead contributor, merging and reviewing the wider team's feature branches.
- Built AI Coach with two avatar modes: a real-time 3D avatar and a photorealistic video avatar through a HeyGen integration, plus a scorecard and role-aware context.
- Delivered AI roleplay with live attempts, 3D roleplay, a samples library with direct learner assignment, and configurable grading.
- Designed and built, end to end, a lightweight custom library that converts PPT and PPTX presentations into Paradiso's proprietary authoring-tool format, so existing decks can be reused and published as SCORM.
- Built the authoring tools: slide editor, slide audio tracks, AI course builder with voiceover, video editor and SCORM import.
- Built the platform foundations (RBAC, tenant-aware login by domain, signup and magic links) and shipped them to production with Docker.
- Integrated TTS voices, Stripe credits and billing gates, and analytics.

AI Calling Bots (paradiso-calling, Node.js) · 2025 to 2026

- Built real-time AI voice-calling bots on WebRTC and secure WebSockets (WSS).
- Secured webhooks and added call-evaluation logging to the voice-call API.

Authoring Tool (React, Next.js, Node.js, PostgreSQL) · 2023 to 2026

- Built the course-authoring product from the first slide editor as principal contributor over 3 years, including layers, SmartArt, quizzes and assessments, and SCORM export.
- Built 3D avatar lip-sync with a GLTF renderer, plus voice features.
- Integrated Stripe billing (invoice webhooks, purchase history) and the AI platform.
- Migrated the Moodle-based LMS onto the same React, Next.js, Node.js and PostgreSQL stack as the authoring tool.

Client Dashboard (Next.js, Express, Prisma) · 2026

- Delivered a growth and onboarding platform as sole author in three phases: free-plan signup and verification, auto-provisioned accounts, funnel analytics, campaign landing pages, RBAC and production deployment.

Platform and Team

- Delivered and supported custom LMS platforms for clients, deployed with Docker on AWS and Azure.
- Maintained the shared design system by building Tailwind tokens and UI kits reused across Paradiso products.
- Cached data in Redis and optimized React/Next.js rendering to improve load performance.
- Worked in Scrum sprints and wrote Jest tests for front-end flows.
- Reviewed code and mentored developers on Node.js and TypeScript patterns.

Software Developer · Mobzway Technologies Private Limited, Jaipur, Rajasthan · February 2019 to October 2022

- Maintained platform stability and delivered core feature enhancements for a CodeIgniter admin panel and a Laravel player portal.
- Built a Laravel website management system that publishes and manages multiple differently designed websites from a single codebase.
- Designed REST APIs and wrote reusable, modular code shared across multiple web properties.
- Integrated and maintained payment gateways (Paytm, Razorpay, Cashfree) and live casino game provider APIs (SuperSpade Games, XPG Games, Ezugi).
- Built real-time multiplayer turn-based game logic across multiple titles using Node.js and Socket.io, plus an API layer that lets HTML5 games plug into any host system.
- Wrote stored procedures for reliable data storage and retrieval across games, the admin panel and the player portal.
- Led a team of PHP, database and HTML5 game developers, and mentored Unity developer interns.

Education

Bachelor of Computer Applications (BCA), Poornima University, Jaipur, Rajasthan · 2016 to 2019

Certifications

Diploma in Web Application Development, ITC Jaipur (JavaScript, HTML5, PHP, CSS, SQL, MySQL)