

Vince Shine Dsouza

Email: vinceshine54321@gmail.com

GitHub: github.com/crisiswastaken | Portfolio: crisiswastaken.me

Mobile: +91 88670 45258

Frontend-specialized software engineer with production experience across full-stack SaaS development and agentic AI systems, building multi-agent architectures, AI tooling, and automated workflows, informed by a design background that shapes UI/UX decisions.

TECHNICAL SKILLS

- **Languages:** Python, TypeScript/JavaScript, C, Java
- **Frontend:** React, Next.js, Tailwind CSS, shadcn/ui
- **Backend:** Node.js, Express.js, Django, REST APIs, GraphQL
- **AI & Agentic Engineering:** Multi-agent system design, AI tooling development, MCP (Model Context Protocol) integrations, sandboxed agent execution, prompt engineering, workflow automation
- **Databases & Cloud:** PostgreSQL, MongoDB, Firebase, Supabase, AWS (S3, Lambda, Amplify), Docker
- **Design:** Figma, Rive, Photoshop

PROFESSIONAL EXPERIENCE

- **CoComply** Utah, USA – Remote
Software Engineer Aug 2025 – Present
 - **Frontend Ownership & Architecture:** Architected and independently built CoComply's entire authenticated web application from scratch (70+ production pages over 1+ year), integrating 80+ backend REST APIs at ~100ms average response time with no request exceeding 1s.
 - **Cross-Stack Technical Leadership:** Hold the highest individual commit share (~70%) across frontend repositories, with major contributions to backend repositories as well; drive architecture and technical direction across both.
 - **Multi-Tenant Support Platform:** Solved a core platform limitation requiring a separate deployment per client by designing a dedicated BFF layer, enabling a single shared support platform with authenticated, client-specific redirects while preserving full client isolation.
 - **In-House AI Agent:** Built the frontend and contributed to the backend for CoComply's dashboard-embedded AI agent, enabling in-context AI assistance across the product.
 - **Enterprise & Compliance Impact:** Delivered a SOC2-compliant, production-grade system used daily by enterprise banking clients.
 - **Tech Stack:** Next.js, TypeScript, React, Tailwind CSS, REST APIs, Django, AWS
- **thirdStartup** Bangalore, India – Remote
Product Engineer Jan 2025 – July 2025
 - **Full Ownership Product Delivery:** Owned the complete product lifecycle end-to-end across multiple client-facing solutions (design, frontend, backend, infrastructure, deployment, and DevOps), shipping production-ready systems within 4–6 week timelines.
 - **System Architecture & Infrastructure:** Designed scalable system architecture, built full-stack features, and managed deployment infrastructure on AWS to support real-world client usage.
 - **Technical Point of Contact:** Served as the primary technical point of contact, translating business requirements into technical solutions and reducing development iteration cycles by ~35%.
 - **Tech Stack:** Next.js, React, TypeScript, Python, Django, Firebase, AWS

PROJECTS

- **Vivere – Closed-Loop Agentic Conversion Rate Optimization:** Autonomous multi-agent system that observes live visitor behavior, reasons about underperformance, and ships fixes without human intervention. A five-stage pipeline (Fetch/Clean → Analyst → Designer/Architect → Builder/QA → Notify) pulls PostHog analytics, applies statistical-maturity gates, patches code in a sandbox, deploys, and emails a change summary. Dogfoods on its own live landing page. (Next.js, Python, PostHog, LLM agents, E2B sandboxing) [Live] | [GitHub]
- **Scope – Voice-First Technical PM Agent:** AI agent that sits between a client and a large legacy codebase, negotiating feature feasibility against real architectural constraints *before* a PRD is written, then generates implementation-ready PRDs grounded in the codebase, addressing a gap left by tools that only operate after scoping is done. (Python, FastAPI, voice STT/TTS, LLM-driven codebase reasoning) [GitHub]
- **Uno Groovy – Real-Time Multiplayer UNO (15 GitHub stars):** Server-authoritative multiplayer UNO for 2–4 players with a fully hand-drawn card deck and configurable house rules; dedicated portrait-mode table for mobile, rejoin-safe reconnection that restores exact hand state, and a shareable room-code/QR invite flow. (TypeScript, WebSockets, server-authoritative game engine) [Live] | [GitHub]

EDUCATION

- **REVA University** India
Bachelor of Technology in Computer Science; CGPA: 9.4 Expected June 2028