

# Saumil Patel

Software / Systems Architect | Backend Engineer

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## SUMMARY

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Software and systems architect with experience designing distributed backends, Java/Spring systems, and cloud infrastructure on AWS. I design and build server-side systems - APIs, data pipelines, search, and the infrastructure that keeps them running - with a bias toward simplicity, observability, and systems that are still maintainable years later.

## CORE SKILLS

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<b>Languages:</b>	Java 21, Rust, TypeScript, Python, Shell
<b>Frameworks &amp; Platforms:</b>	Spring Boot 3, Tokio (Rust async), AWS (EC2, ECS, Lambda, RDS, SQS), Fly.io, Kafka
<b>Architecture &amp; Practices:</b>	Domain-driven design, Event sourcing & CQRS, Microservices, C4 modelling, Observability, TDD
<b>Tools:</b>	Docker, Kubernetes, Terraform, Git, GitHub Actions

## SELECTED PROJECTS

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### draw.io Architecture Libraries

Curated draw.io shape libraries and template diagrams for AWS, C4, and microservice architectures. Enables teams to produce consistent, readable architecture diagrams.

### Java Design Patterns

Annotated reference implementations of GoF and enterprise patterns in Java 21, with commentary on when each pattern helps and when it hurts.

### Enterprise Spring Patterns

Production-grade Spring Boot 3 recipes covering transaction management, caching, async processing, and observability.

### Mastodon Toot Client (Rust)

Async Rust CLI built on Tokio for posting to Mastodon. Demonstrates ergonomic Rust CLI design, OAuth flows, and structured error handling.

## WRITING

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Publishes technical notes at Machine Mind ([saumilp.github.io/blog](https://saumilp.github.io/blog)) covering distributed systems, backend engineering, and cloud infrastructure. Topics include Apache Solr internals, Spring Boot mechanics, Rust async patterns, AWS architecture, and developer tooling.