

UDDIT

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SUMMARY

A student of NIT-Jaipur, proficient in DSA & as a curious learner of Internet Technologies, I had worked as a developer for two startups -Zooner & The Vintage Foods(TVF),at MIIC Incubator. With a professional experience of 2 years, I had fetched/ coded from scratch, the tech-stacks of several Delivery web-Apps, both front-end & backend. Using my ability to adapt with the changing technology trends and understanding of website technologies, I write tech-blogs & make youtube videos. I created MNIT's largest private finance-Club "Yunicorn MNIT" with 350+ active participants currently. Intentionally my projects had always been centred around Tech-Stacks of top MNCs like OLA, Uber, Zomato, CRED, Paytm etc in India. My skillset and experience of team work to collaborate with development tech teams makes me an asset for the company.

EDUCATION

GPM College, Class X,XII | Bareilly, UP Percentages: **95.6,93.4** May 2020
NIT -Jaipur, B.Tech in Metallurgy | Jaipur, India CGPA: **8.3 / 10** May 2025

- Open Source: HacktoberFest, 2024
- Developer: Google Cloud Innovator, 2024 g.dev/uddit
- Courses: Web Development by Angela Yu, Udemy | Machine Learning by Andrew Ng, Stanford | Software Development by LinkedIn | Python Developer BootCamp | Data Structures, MNIT Jaipur | Google Cloud Skill Boost, Android | Deep Learning by TensorFlow, Udemy | AWS | Flutter

EXPERIENCE

Zooner, Application Developer, Tech Stack | MIIC Incubator, Jaipur, India December 2022 - Aug 2023

- Built and maintained a delivery app using React, Node.js, and MongoDB for real-time order tracking.
- Integrated geolocation APIs for live driver tracking and ETA updates.
- Improved app performance, reducing load times by 25% during high traffic.

The Vintage Foods, Application Developer and Analyst | MIIC Incubator, Jaipur December 2022 - Aug 2023

- Analyzed Zomato trends to identify high food-order density areas, optimizing cloud kitchen locations to reduce delivery times and transportation costs.
- Utilized data insights on working population and order behavior to strategically set up cloud kitchens in regions with high demand, reducing rental costs.
- Developed an app that integrated real-time data analytics to continuously optimize kitchen operations, leading to a 20% reduction in operational overhead.

WORLDOMANIA, Web Development, Internship | Bareilly, UP Aug 2019 - July 2020

- Assisted in developing and maintaining responsive websites using HTML, CSS, JavaScript, and React, ensuring cross-browser compatibility.
- Optimized **pathfinding** (A* & Dijkstra) algo. & actions, reduced execution time by 22%, enabled faster navigation.
- Collaborated with senior developers to optimize website performance, improving load times by 15% through efficient code refactoring. | Used **Redis**.

INFIQUE Ai SERVICES, Web Developer | Jaipur, India May 2024 - August 2024

- Built and maintained the platform for course enrollment, payments, and user authentication using React, Node.js, and MongoDB.
- Integrated course uploads and real-time feedback, boosting user engagement by 20%.

SKILLS

Fundamentals: DSA, OOPS, System Design, DBMS

Languages: Python, C/C++, Java, Git, Bash, LaTeX, Python, HTML, CSS, JavaScript

FontEnd: Bootstrap, TailWind CSS, Mermaid.js, Angular, Vue.js

BackEnd: Node.js, Express.js, Django, Flask, Ruby on Rails, Laravel, Spring Boot, ASP.NET, PHP, GraphQL, REST APIs, MySQL, PostgreSQL, MongoDB, Redis, Firebase, Docker, Kubernetes, Nginx, Apache, AWS, Heroku, Azure, DigitalOcean, Jenkins, CI/CD, Git, WebSockets, JWT, OAuth, gRPC, Elasticsearch

3D Web: Three.js, React Three Fiber, Zustand, WebGL, Babylon.js, A-Frame, PlayCanvas, Unity WebGL, Blend4Web, GSAP, Zdog

ACHIEVEMENTS

- Google Developer Student Club-GDSC, 2024
- IIT, JEE Mains Rank 2021 -29000
- WB, JEE Rank 2021 -1105
- Created MNIT's first private financial education platform "Yunicorn", with 500+ active users.

PROJECTS

• 0.0.1 AI-Powered Learning Management System (LMS)

Tech Stack:

The frontend will be built using **React.js** for an interactive user interface, with **Node.js** and **MongoDB** on the backend to store user data and course materials. **WebRTC** will handle live video streaming for virtual classrooms, and **TensorFlow** will be used for AI-based personalized course recommendations and auto-grading. Real-time communication and interactions will be managed using **WebSockets (Socket.IO)**, while **Stripe** or **PayPal** can be integrated for payment processing.

Complexity:

The main challenges will include managing real-time interactions in virtual classrooms, implementing AI algorithms to recommend personalized courses based on user behavior, and scaling the system to handle large numbers of students and teachers. The video streaming and quiz interaction will need to work seamlessly without lag, while data analytics and progress tracking must process large datasets to provide meaningful insights.

0.0.2 Health and Fitness App with Wearable Integration

Tech Stack:

The app will use **React Native** for mobile platforms, with **Node.js** and **MongoDB** managing backend data storage. Wearable APIs like **Fitbit API** and **Apple HealthKit** will be integrated to pull health metrics. **WebRTC** will be used for real-time video sessions with trainers, and **TensorFlow** will power AI-driven workout and diet recommendations.

Complexity:

Challenges include real-time syncing of health data from multiple wearable devices and processing it efficiently for AI-driven recommendations. Implementing live video sessions with trainers while maintaining smooth performance is also complex. Ensuring data privacy (especially for health data) and adhering to standards like HIPAA adds further complexity, particularly when scaling the app to accommodate a large number of users.

0.0.3 Real-Time Multiplayer Game with Leaderboards and Chat

Tech Stack:

The game will be built with **React.js** and **WebGL** for rendering 3D graphics, with **Node.js** and **MongoDB** on the backend. **WebSockets (Socket.IO)** will handle real-time multiplayer interactions and in-game chat functionality, while **Redis** will be used to manage game state. **Stripe** or **PayPal** can be integrated for in-game purchases.

Complexity:

Synchronizing the game state across multiple players in real time with minimal latency is challenging, especially with varying network conditions. Implementing real-time chat and ensuring fair matchmaking using AI-powered algorithms adds another layer of difficulty. Handling in-app purchases and scaling the game to accommodate thousands of concurrent players while maintaining performance is also complex.

0.0.4 Collaborative Coding Platform (Like Google Docs for Code)

Tech Stack:

The platform will use **React.js** for the frontend, with **Monaco Editor** or **CodeMirror** for the collaborative code editor. **Node.js** and **MongoDB** will manage user data, projects, and code snippets. Real-time updates will be facilitated by **WebSockets (Socket.IO)**, and **GPT-based models** will power AI-driven code suggestions. Git integration will be done using **GitHub APIs** for version control.

Complexity:

Ensuring real-time synchronization of code changes between multiple users is complex, especially with the potential for conflicts. AI-powered code suggestions and auto-completion must be precise and responsive. Integrating version control through Git while maintaining a seamless user experience adds further complexity. Real-time communication between collaborators, including video and chat, also adds technical challenges related to scalability and performance.

BLOGS | ARTICLES

- **Blogs** : Tech-Stacks of OLA, Uber , Zomato , Blinkit , CRED, Udemy and Netflix.
- **Research Gate** :College Database Management System
- **Research Gate** : Generative AI for security in Financial Transactions.
- **Medium Digest**:Use of AMP pages for faster web loading , because HTML is blocked by JavaScript during loading of webpages.
- **Medium Digest** :Caching between web servers and client side for faster loading of webpages ,and local file storage for frequent browser data fetching of files like images,text etc.