Bhugol Gautam

AI & Full-Stack Developer • Unity Game Developer

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Summary

Full-stack and Unity developer focused on real-time systems, computer vision, and scalable, user-centric products. Shipped production web apps, mobile-optimized games, and CV tools with clean APIs, geospatial search, and responsive UIs.

Projects

KaamParyo — Hyperlocal Real-Time Task Marketplace (2025)

Live: kaamparyo.vercel.app • Repo: github.com/13hugol/kaamparyo

- Live GPS tracking (GalliMaps), real-time chat (Socket.IO), OTP auth, escrow payments, hot zones & rewards.
- 20+ REST endpoints, Redis session mgmt, geospatial queries, serverless deployment on Vercel.

Stack: Node.js, Express, MongoDB, Redis (Upstash), Socket.IO, JWT, Multer, Cloudinary, Vanilla JS, Bootstrap

Bahun-D-Run — 3D Endless Runner (Unity, Android) (2025)

Repo: github.com/13hugol/Bahun-D-Run

- Curved world, 3-lane movement, jump/slide, power-ups; 60+ FPS with object pooling & floating origin.
- Procedural track generation, physics-based controller, animation state machine.

Stack: Unity 2020.3.11f1, C#, OpenGL ES 3.0 (Android)

NewHoly — School Digital Platform (2025)

Repo: github.com/13hugol/NewHoly

- Public website + admin CMS: news/events, gallery, student columns, online admissions, image uploads.
- JWT admin auth, REST API, CORS & validation, CI/CD deploy (GitHub Actions).

Stack: Node.js, Express, MongoDB Atlas, HTML/CSS/JS, Multer, Cloudinary, GitHub Pages

Exhibitio_Khwopa — QR-Based Exhibition System (2025)

Repo: github.com/13hugol/Exhibitio_Khwopa

- Real-time webcam QR scanning with OpenCV + pyzbar, Nepali TTS greetings via gTTS.
- Cloud member verification (GitHub Gist) with friendly non-member fallback.

Stack: Python, OpenCV, pyzbar, pandas, qrcode, gTTS

Portfolio Website — Terminal-Themed (2025)

Live: bhugolgautam.com.np • Repo: github.com/13hugol/Portfoilio

- Terminal-style UI, matrix rain, particles, dark/light themes; responsive and performance-optimized.

Stack: HTML5, CSS3, Vanilla JS, Font Awesome, Google Fonts, AOS

Technical Skills

Languages: Python, C#, JavaScript, HTML/CSS
Backend: Node.js, Express, REST, JWT, MongoDB, Mongoose
Frontend: Vanilla JS, Bootstrap, Responsive UI
Real-Time: Socket.IO, WebSockets, Redis (Upstash)
Cloud/DevOps: Vercel, GitHub Pages, Cloudinary, CI/CD (GitHub Actions)
Databases: MongoDB Atlas, Redis
Game Dev: Unity, C#, Object Pooling, Procedural Gen
CV & TTS: OpenCV, pyzbar, gTTS
Maps/Geo: GalliMaps, Geospatial queries

Node.js   Express   MongoDB
Socket.IO   Redis   Unity   C#
OpenCV   JWT   Vercel   Cloudinary

Education

Coventry University
Undergraduate Student

Certifications

OpenCV Certification (Computer Vision)

Keywords

Node.js, Express, MongoDB, WebSockets, Socket.IO, Redis, JWT, REST APIs, Unity, C#, OpenCV, gTTS, Cloudinary, Vercel, GitHub Actions, Responsive UI, Geospatial Queries, GalliMaps

Notable Achievements

- Built Nepal's first hyperlocal real-time task marketplace with GPS tracking and Socket.IO.
- Deployed multiple full-stack apps with serverless, CI/CD, and cloud asset pipelines.
- Shipped a mobile-optimized 3D Unity game with procedural systems and performance tuning.
- Delivered a real-time CV system with QR detection and Nepali TTS.