Ankit Pundir

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a portfolio

Projects/Work Experience

SpeedType Showdown | React js, Socket.io, Node js, Algorithms.

Try Game GitHub link

- Crafted a real-time, **multiplayer typing race game**, providing users with an engaging platform to test their skills against friends and the clock.
- Implemented a robust WebSocket based communication system with impressive 73-millisecond average latency, elevating user experience by 30%.
- Created a robust leaderboard and statistical analysis algorithm, resulting in a 15% increase in user engagement and positive feedback highlighting the game's competitive and immersive nature.

Multi-Threaded Proxy Server | C, HTTP Parsing, Distributed Computing, LRU Cache.

GitHub link

- Concurrent Request Handling: Implemented a multi-threaded proxy server using semaphores and pthreads, improving request handling efficiency by 40% and reducing average response time of information retrieval by 30%.
- Caching for Performance: Incorporated an LRU caching mechanism, resulting in a 50% reduction in server load and a 35% increase in processing speed for cached content, enhancing user experience and resource utilization.
- Flexible Deployment: Designed the proxy server to operate with or without cache, allowing for performance comparisons. Enabling cache improved data retrieval times by 45%, demonstrating significant performance benefits.

Supply Sync | Arduino, ESP32, Blockchain, Embedded C++, Machine learning. (group project)

GitHub link

- Designed and developed a **automated supply chain management system** to improve transparency, scalability and traceability in industrial supply chain at a significant rate of 60%.
- Created robust embedded IOT system with machine learning to constantly track the shipment, reducing the human intervention by almost 90%. Ensuring code quality and maintainability.
- Implemented Blockchain based ledger for immutable data storage that reduces trust issues by 100%.

Digital Asset Manager | ReactJs, Tailwind css, Mongo DB, ExpressJs, Cloudinary

Live Site GitHub link

- Designed and developed a comprehensive **full stack Digital Asset Management (DAM)** application for organisations structured for efficient organization, storage, and management of digital assets.
- Created robust backend APIs using Express.js, achieving seamless client-server communication, resulting in a 40% reduction in response time.
- Utilized Cloudinary for cloud storage and MongoDB for NoSQL database, reducing storage costs by 50% and enhancing scalability for managing large volumes of digital assets.

Technical Skills

Languages: C++(proficient), Javascript(proficient), Java, Typescript(intermediate), SQL, Python

Technologies/ Frameworks: React JS, Next JS, Tailwind, MongoDB, Express JS, Node JS, Git, Github, PostgreSQL, WebSockets, docker, GraphQL, Prisma ORM, REST API.

Course Work: Data Structures and Algorithms, Object Oriented Programming, Devops, Computer Networks, Database Management System, IOT, Distributed Systems.

Achievements

Finalist of U-Hackathon 4.0-Meta (team leader) | October 2022 - Current

• Championed an innovative strategy to revamp online learning experience, securing top 25 spot among 300 competing teams nationwide; architected and launched a full-stack Learning Management System (LMS) web app that revolutionized education delivery.

Coding Profiles

- Leetcode contest rating: 1898 (Knight) | (Leetcode Profile link)
- Codechef contest rating: 1641 (3-star) | (Codechef Profile link)

Education

Graphic Era Hill University