

ANKIT PUNDIR

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portfolio

Education

Graphic Era Hill University

Bachelor of Technology in Computer Science and Engineering, SGPA - 7.9

October 2021 - April 2025

Dehradun, Uttarakhand

St. Anthony's Public School

Senior Secondary Education, CBSE - 74%

May 2021

Tehri, Uttarakhand

Carmel School, Chamba

Secondary Education, ICSE - 74%

April 2019

Chamba, Uttarakhand

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.

supply sync | Arduino UNO, ESP32, Blockchain, Embedded C++, Machine learning.

 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%.

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.

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, WebRTC, docker, GraphQL, Prisma ORM, REST API.

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

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

- Solved 600+ DSA problems on Leetcode | (Leetcode Profile link)
- Conquered 800+ score milestone on GeekForGeeks. | (GFG Profile link)

LeetCode Contest Rankings

- Ranked **239th** out of 25,399 participants in the LeetCode Biweekly Contest on **February 4, 2023**.
- Ranked **946th** out of 24,875 participants in the LeetCode Weekly Contest on **January 28, 2024**.
- LeetCode contest rating of **1,861(max)**, competing in the top 5% worldwide with a **Knight** badge.