Deekshith V

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EDUCATION

R V College Of Engineering
Bachelor of Engineering in Computer Science   *CGPA: 8.54 | 2022 – Present*

Kendriya Vidyalaya AFS Yelahanka
12th Grade   *93.8% | 2020 – 2022*

EXPERIENCE

Moser   June 2024 – Feb 2025
Dell Technologies   *Remote*

- Conducted in-depth study of 20+ ransomware families (e.g., REvil, LockBit, Conti) covering encryption techniques, focusing on ransomware behavior analysis and simulation.
- Developed moSeR — an open-source ransomware simulation tool for cybersecurity awareness and research.
- **Key Features Implemented:**
  * Realistic attack scenarios with file encryption, ransom note generation, and key exfiltration.
  * Support for AES, RSA, ChaCha20, and hybrid encryption strategies.
  * Multi-threaded encryption to replicate large-scale attacks.
  * JSON-based configurable parameters for custom attack simulations.
- **Tech Stack:** Python, JSON, Cryptography Libraries (cryptography), py7zr, rarfile

PROJECTS

Crypto Exchange Platform | *TypeScript, Next.js, Node.js, Redis, WebSockets, PostgreSQL*
  * Built a crypto exchange platform with live tickers, depth charts, and real-time order books.
  * Created a `WebSocket` pub/sub system to send live market data to clients.
  * Used `Redis` for in-memory order books and fast order matching.
  * Implemented limit orders, market orders, bid-ask spread, and market maker simulation.
  * Learnt base/quote assets, order types, slippage, and order book structure.

UpBartr | *React, Express, Prisma, WebSockets (Socket.io), Radix UI, TypeScript, Zod*
  * Built a collaborative platform where users can exchange skills and services without monetory transactions .
  * Implemented skill listing, search, and user-to-user matching features to foster community growth.
  * Integrated real-time chat using `Socket.io` for seamless negotiation between users.
  * Used `Prisma ORM` with a PostgreSQL database for scalable and type-safe backend operations.
  * Designed responsive UI with `Tailwind CSS` and `Radix UI` components.

Metaverse Game | *React, Express, Prisma, WebSockets (Socket.io), TypeScript, Express, Jest*
  * Built a real-time 2D virtual world with multiplayer avatar movement and state sync over WebSockets.
  * Built a modular monorepo architecture using `Turborepo` for scalable front-end and back-end code management.
  * Implemented rooms/sessions and server-authoritative updates via `Express` + `Socket.io`.
  * Developed a React client for navigation and interactions; persisted world/user data on `Prisma(PostgreSQL)`.
  * Followed Test-Driven Development (TDD) using `Jest` to ensure code reliability and maintainability.

TECHNICAL SKILLS

Languages: Java, JavaScript, Typescript, HTML/CSS
Frameworks: React, Node.js, NextJS, Tailwind, Express, WebSockets, WebRTC, Jest
Databases and ORMs: MySQL, MongoDB, PostgreSQL, Prisma
Message Brokers: Redis Pub/Sub
Developer Tools: Git, Docker, AWS, Cloudflare