

DIVYAM AHUJA

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EXPERIENCE

Chromium

Google Summer of Code Intern

May 2022 - Present

- Currently I am working on libraries for AudioWorklet and WebAssembly interaction
- I am designing and experimenting with various design-patterns for AudioWorklet-WebAssembly interaction
- Currently ScriptProcessorNode is widely being used for Audio Processing, but it runs on JavaScript main thread, which is unsecure and can have bad user experience as it runs on main thread.
- The current design pattern I am working on uses Web Workers, Atomics, and SharedArrayBuffer, to run WebAssembly and Audio Processing code on a separate Web Worker thread, which will provide better isolation, security and overall user experience

CSED DCRUST

Web Developer Intern

October 2020 – April 2021

- Designed and Developed responsive mobile-friendly User Interface of NSS and CSED websites
- Applied SEO, SSR and lazy-loading techniques using Next.js for a faster and smoother UX

EDUCATION

Deenbandhu Chhotu Ram University of Science and Technology

B.Tech. Computer Science & Engineering (CGPA: 7.81)

Sonapat, Haryana, India

August 2018 – August 2022

SKILLS

Languages: C, C++, Python, JavaScript, TypeScript, Go (Golang)

Frameworks: React, Next.js, Node.js, Deno, Svelte

Tools/Platforms: UNIX/Linux, Shell, Git, Docker, Emscripten, WebAssembly

Databases: MySQL, MongoDB, Fauna

PROJECTS

fastbin: A code sharing web app | *React.js, Next.js, Serverless functions (Vercel), Serverless Database (Faunadb), TypeScript*

- A fullstack code sharing web application, deployed on vercel with 100% serverless backend.
- Frontend is implemented in Next.js and Backend using serverless functions (Vercel) and database (Faunadb).
- Share code easily via links, and code gets deleted from database after 5 days.
- github.com/DivyamAhuja/fastbin, fast-bin.vercel.app

YMeet | *React.js, Socket.io, Node.js, WebRTC, Express*

- A full-stack video call app with node.js and express serving a REST API and reactjs used for frontend.
- WebSockets and socket.io for P2P connection and WebRTC credentials sharing.
- Implements peer to peer connection using WebRTC to transmit video for upto 4 connections.
- github.com/DivyamAhuja/YMeet, whymeet.herokuapp.com

Zero: Social Media WebApp | *React.js, GraphQL, Apollo, MongoDB, Node.js*

- A full-stack social media application using reactjs for frontend, express apollo server for backend.
- Used MongoDB for database and semantic-ui for simple frontend.
- Implements JWT based authentication.
- github.com/DivyamAhuja/Zero_Post, zero-post.herokuapp.com/

3D Rendering Engine | *C++, CMake, OpenGL, GLTF, GLFW*

- An OpenGL based 3D renderer written in C++.
- Implements basic mesh loading from GLTF file.
- Phong model for basic illumination implementation.
- github.com/DivyamAhuja/nyan-renderer

COURSES AND CERTIFICATIONS

Electronic Arts Software Engineering Experience Program

Electronic Arts, Forage

Virtual, Forage

October 2021

CS50AI: CS50's Introduction to Artificial Intelligence with Python

Harvard, edX

Virtual, edX

July 2020