

Divyansh Falodiya

divyanshofficial@gmail.com | divyanshf.herokuapp.com | [linkedin/divyanshf](https://www.linkedin.com/in/divyanshf) | [github/DivyanshFalodiya](https://github.com/DivyanshFalodiya)

EDUCATION

Bachelors in Computer Science and Engineering

Gwalior, MP | Jun 2023

INDIAN INSTITUTE OF INFORMATION TECHNOLOGY AND MANAGEMENT, GWALIOR

WORK EXPERIENCE

SHOPOUT INDIA | FULLSTACK DEVELOPER INTERN

Remote | Oct 2021 – Jan 2022

- Developed a **Live Video Event** feature along with **Realtime Messaging** using **Agora SDK** and **Firebase**.
- Developed a **Live User Booking** feature that allows users to book video demos with a store.
- Implemented the **Invoice** feature for the seller and buyer with **Realtime Updates**.

BROWNWOLF STUDIOS | FRONTEND DEVELOPER INTERN

Remote | Aug 2020 – Sept 2020

- Designed and developed user facing features for an online ticket booking system using **React** and **Material UI**.
- Enhanced my **React** skills significantly while working on the project.

PROJECTS

GRASP (Team)

MONGODB, EXPRESSJS, NODEJS, REACTJS, SOCKETIO | OCT 2021 - NOV 2021

- Developed a **Web Application** that helps users create a roadmap for their goals.
- Implemented secure real-time chat for connected users using **SocketIO**.
- Implemented features like authentication, messaging, user connections, etc.

PLAG (Solo)

PYTHON | MAY 2021 - JULY 2021

- Implemented a **Plagiarism Detection System** to detect plagiarism in source code files.
- Measured the level of plagiarism by applying the principles of **Latent Semantic Analysis**.
- Includes features like user preferences, feature extraction, cross platform compatibility, etc.

SKRIBBL CLONE (Solo)

REACTJS, NODEJS, SOCKETIO | APR 2021 - MAY 2021

- Inspired from [Skribbl IO](https://skribbl.io), developed a **Web Application** for users to play pictionary.
- Implemented server side features for the gameplay using **NodeJS** and **SocketIO**.
- Implemented a CI/CD pipeline using **Github Actions** to deploy changes continuously.

CAMPUS ACTIVITY MANAGEMENT SYSTEM (Team)

KOTLIN, FIREBASE | FEB 2021 - APR 2021

- Developed an **Android** application to handle club activities within the college using **Kotlin** and **Firebase**.
- Major features include club postings, user authentication and authorization, club messaging etc.

SKILLS

Languages

C++, C, Python, Kotlin, SQL

Development

ReactJS, NextJS, JavaScript, ThreeJS, HTML/CSS, BootStrap, EJS, NodeJS, MongoDB, Firebase, MySQL, RestAPI

Tools/Technology

Git, Github, Latex, Blender, Android Studio, Visual Studio, Adobe Illustrator, Heroku

Miscellaneous

Problem Solving, Data Structures and Algorithms, Sketching