Ashish Chaurasiya

Backend Developer — Game Developer
Gorakhpur, Uttar Pradesh, India — ashish.chaursiaa@gmail.com — +91-6388239141
LinkedIn: linkedin.com/in/ashish-gamedev — GitHub: github.com/DrDead0 — Portfolio: heyashish.tech

PROFILE SUMMARY

Backend and Game Developer skilled in building scalable APIs, cloud-integrated systems, and immersive gameplay mechanics. Experienced with Node.js, Express, Unity, and Unreal Engine for creating secure, optimized, and real-time applications. Demonstrated ability to enhance performance by 40% and deliver high-availability backend and game systems with 99.9% uptime.

EDUCATION

Vellore Institute of Technology (VIT), Bhopal   2022 – 2026
B.Tech in Computer Science and Engineering

TECHNICAL SKILLS

Backend & Infrastructure: Node.js, Express.js, REST APIs, WebSocket, JWT, Redis, PostgreSQL, MongoDB, Docker, AWS, Railway, Heroku, Jenkins, GitLab CI/CD, Prometheus, Grafana
Game Development: Unity (C#), Unreal Engine (Blueprints), Game Physics, 2D/3D Mechanics, Optimization
Programming: JavaScript, TypeScript, C++, C#, C, Python, SQL, HTML, CSS
Tools: Git, GitHub, Postman, Cloudinary, Multer, Leaflet.js
Core Skills: Problem Solving, Leadership, Collaboration, Scalable System Design

EXPERIENCE

ZeroAxiis — Founder (Dec 2024 – Present)

- Founded and currently leading **ZeroAxiis**, an open-source technology initiative advancing backend systems and interactive game development.
- Spearheading **3+ active open-source projects**, coordinating global contributors to create scalable, performance-focused software solutions.
- Orchestrated CI/CD workflows using Jenkins and Docker, improving collaboration and deployment reliability by **35%**.

PROJECTS

Tracker.io (Sept 2025)   GitHub
Node.js, Express.js, EJS, WebSocket, JWT, Redis, Socket.IO, JavaScript
- Built a privacy-first live location platform with **99.9% uptime** and sub-**100 ms** synchronization using WebSocket.
- Developed adaptive socket authentication, boosting data security by **85%**.
- Implemented a stateless backend ensuring full privacy and 95% geolocation accuracy.

Social Media Backend (Aug 2024)   GitHub
Node.js, Express.js, MongoDB, JWT, Bcrypt, Multer, Cloudinary, AWS S3
- Engineered a scalable backend handling **10K+ API requests/day** with 99.8% uptime.
- Optimized media upload pipelines using Cloudinary, reducing latency by **55%**.
- Strengthened authentication and validation layers, lowering vulnerabilities by **40%**.

Haunted Quest – 2D Platformer (May 2024)   GitHub
Unity, C#, Blender, Visual Scripting, URP, Cinemachine
- Developed a 2D platformer maintaining 60+ FPS on low-end PCs.
- Implemented sprite batching and texture streaming, cutting load times by **35%**.
- Enhanced player experience through Cinemachine-based adaptive camera logic.

Car Racing Game (Jan 2025)
Unreal Engine, Blueprints, Lumen, Niagara, Chaos Vehicle System, MegaScan Assets
- Created a 3D racing game achieving stable **120 FPS** with realistic physics and responsive controls.
- Enhanced lighting and rendering pipelines, increasing visual realism by **30%**.
- Optimized particle effects and Lumen rendering for smoother gameplay.

CERTIFICATIONS

- **Intro to AR/VR/MR/XR: Technologies, Applications & Issues** — University of Michigan (Coursera), Dec 2023
- **Networking and Security Workshop** — I-Medita & VIT Bhopal (Cisco Partnered), Sep 2024
- **Python Essentials** — Vidyarthi, VIT Bhopal, Jul 2023
- **Fundamentals of AI and ML** — Vidyarthi, VIT Bhopal, May 2022