

HARSH RAJ

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EDUCATION

VIT BHOPAL UNIVERSITY

06/2021 - 07/2025

B.Tech in Computer Science & Engineering, CGPA: 8.11/10

- President of the Android Club, organizing 10+ events and engaging 80+ key team members in learning Android development, which pushed engagement and grew community strength to 1500+ members.
- Led the GDSC Android Team and delivered live talks on Android Studio Tour and Android Jetpack Compose at Google Compose Camp.

TECHNICAL SKILLS

Languages: Python, C++

Technologies: Flutter, Flask, Firebase, Terraform, GCP, AWS, Azure Devops, ReactJS, NodeJS, Docker, Jenkins

Others: Data Structure and Algorithm, Object-Oriented Programming, SQL and No-SQL databases, Git/Github, Figma

EXPERIENCE

MEMO APPS PRIVATE LIMITED, CHENNAI • Software Development Engineer (Part Time)

01/2023 - 11/2024

- In collaboration with board members, we **maintained the Flutter application** and launched new features.
- Built the backend architecture for the test series, which is **based on OMR scanning** by using **Python, Flask, Google ML Kit, & Method Channelling**.
- Created the Devops **CI/CD pipeline** from scratch, including the test and production servers, using tools such as **Jenkins, Github, and Docker**.

KYLO APPS, DELHI • FLUTTER DEVELOPER (INTERN)

05/2022 - 07/2022

- Worked on multiple **Flutter projects**, focusing on **API integration, UI development**, and ensuring seamless functionality across diverse client applications.
- Utilized **Hive DB** for local caching of API calls, enabling apps to function offline and improve performance.
- Implemented **MVVM architecture** and leveraged state management tools like **GetX** and **Provider** for efficient and maintainable codebases.
- Collaborated with cross-functional teams to deliver scalable and high-quality applications tailored to client requirements.

PROJECTS

Cost-Aware CI/CD Pipeline with Real-Time Cost Analytics Dashboard | Terraform, InfraCost, Python, Flask, React, Jenkins [view](#)

- Designed a CI/CD pipeline to automate infrastructure provisioning using **Terraform**, integrating cost estimation and validation during pre-deployment stages.
- Incorporated **InfraCost** for real-time cost analysis, with **Python scripts** to enforce budget thresholds and trigger alerts via **Slack API** and email notifications.
- Created a **React-based dashboard** to display historical cost trends and real-time deployment costs, providing actionable insights for cloud cost management.
- Orchestrated multi-stage workflows using **Jenkins**, automating build, test, cost validation, and deployment processes.

ONE (Game based learning Platform) | ReactJS, NodeJS, Firebase, GSAP, GCP [view](#)

- created a cutting-edge game-based learning platform to add dynamic and captivating experiences to traditional education.
- For an intuitive user interface, we used **ReactJS**, **GSAP** animations for dynamic visuals, and **NodeJS** for seamless backend communication.
- **Firebase** was integrated for real-time database management and user authentication, resulting in a scalable and secure backend infrastructure.
- Collaborated with a multi-disciplinary team for **Unreal Engine games** and hosted on **Google Cloud** and integrated YouTube educational videos for a comprehensive learning ecosystem.

ACHIEVEMENT

- **National Winner** at **Smart India Hackathon 2022**, organized by Government of India - 100K
- **Finalists of UNESCO India Africa Hackathon**, Collaborated with African developers to design and implement an innovative education platform that forecasts student dropout.
- **Class of 2022 Google Startup Bootcamp**: Selected for the prestigious Google Startup Bootcamp, enhancing both technological and business skills through immersive training with Google specialists, contributing to the growth of Relocity.
- Runner-up of **Code By the Beach**, hosted by BITS PILANI, Goa - 12K
- Won **HackGDSC 2.0**, hosted by GDSC VITB - 20K