

# Ishant Mishra

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## SUMMARY

Fullstack Developer skilled in the MERN stack and Next.js, with a strong command of JavaScript, TypeScript, and cloud technologies (AWS, Vercel, Firebase). Experienced in building scalable web applications, implementing REST APIs, and managing CI/CD pipelines with a solid grasp of DevOps practices. Passionate about delivering efficient, user-focused solutions in fast-paced, collaborative environments.

## EDUCATION

<b>Vellore Institute of Technology</b> Bachelor of Technology CSE specialization in AI & ML   8.14 GPA	Bhopal 2022 – 2026
<b>Kendriya Vidyalaya</b> Senior Secondary Education   CBSE   89.6% Secondary Education   CBSE   84.4%	Gurugram 2021 - 2022 2019 - 2020

## EXPERIENCE

<b>KARSTURS MEDIA   Gurugram</b> Developed company's main static website with scalable architecture using React/Next.js Implemented email handling system for user feedback and business queries	Oct - Dec 2024
<b>ZIDIO   Remote</b> Developed Excel data visualization dashboard using MERN stack (MongoDB, Express, React, Node.js) Implemented dynamic graphing with Three.js for 3D data representation and Chart.js for 2D visualizations	Jul - Sept 2025

## PROJECTS

<b>TRAVO   Rental Platform for India (Full-Stack Development)</b> ( <a href="#">Live Demo</a>   <a href="#">Github</a> ) Developed a feature-rich rental platform tailored for the Indian audience, enabling seamless room booking, bidding, and real-time chat between hosts and renters using Socket.io. Engineered the full-stack application using the MERN stack, integrated TailwindCSS for responsive UI, and Cloudinary for efficient media storage. Deployed the application on Render, implemented scalable backend architecture, and optimized cloud-based data handling for performance and reliability.
<b>GUESS THE FAKER   Multiplayer Web Game (Real-Time Systems)</b> ( <a href="#">Live Demo</a>   <a href="#">Github</a> ) Developed a visually engaging, multiplayer web game where players can create or join game rooms and play with friends (minimum 3 players). Enabled multiple parallel game sessions using WebSockets for seamless communication. • Technology Used: Node.js, Express.js, Socket.io, React.js, TailwindCSS
<b>FUGIN   Wuthering Waves Character Optimizer (Frontend Focus)</b> ( <a href="#">Live Demo</a>   <a href="#">Github</a> ) Built Fugin, a responsive web application that helps users create the most optimized builds for their Wuthering Waves characters, offering an intuitive and interactive experience. Developed frontend using React.js, GSAP, and TailwindCSS, implementing smooth animations and ensuring cross-device responsiveness. Solved layout and performed issues, optimized UI components, and led frontend design aligned with modern web standards, accessibility, and scalability.

## ACHIEVEMENTS

- Qualified for 2nd Round in Vyto HackClash 2.0 Fintech Edition Hackathon, showcasing innovative solutions for the real world problems (March, 2025).
- Certified in "Privacy and Security in Online Social Media" by NPTEL (Jan-Apr 2024)

## SKILLS

**Frontend & UI Development:** React.js, Next.js, TailwindCSS, HTML5, CSS3, Bootstrap, Redux , Figma, GSAP  
**Backend & APIs:** Node.js, Express.js, REST APIs, Socket.io, WebSockets, JWT, NextAuth, Google OAuth  
**Databases & Cloud Services:** MongoDB, PostgreSQL , MySQL, Firebase, Cloudinary, AWS  
**DevOps & Deployment:** Vercel, Netlify, Render, Git, GitHub, CI/CD, Postman

## CERTIFICATIONS

Applied Machine Learning in Python - Coursera ( <a href="#">Link</a> )	ReactJs Course - Scaler ( <a href="#">Link</a> )
MongoDB CRUD Operations in Node.js ( <a href="#">Link</a> )	