

# KESHAV MADHAV

New Delhi, India - 110024

☎ +91 7827229447 ✉ [keshav2552003@gmail.com](mailto:keshav2552003@gmail.com) 🔗 [linkedin.com/in/keshav-madhav](https://www.linkedin.com/in/keshav-madhav) 🌐 [github.com/Keshav-Madhav](https://github.com/Keshav-Madhav)

## Education

### Sushant University

Bachelor of Technology in Computer Science (Specialization in AI/ML)

Sep. 2021 – May 2025

Gurgaon, Haryana

## Experience

### PrudentBit

Founding Front-End Engineer

August 2023 – Current

Noida, Uttar Pradesh

- Guided development of the web-app for the core product, Immunefiles, from scratch over the course of 8 months.
- Optimized application performance by migrating Immunefiles from ReactJS-18 to NextJS-14, improving load times and overall performance by 500% using Server-Side Rendering (SSR), caching, and incremental revalidation.
- Developed a real-time admin dashboard featuring 15+ interactive graphs, partial rendering, and live data streaming, enabling enhanced user analytics and boosting monitoring efficiency by 30%.
- Integrated cross-platform solutions by building Immunefiles apps for Microsoft Teams(using Teams Toolkit), Outlook (using Yeoman generator), and Gmail (via InboxSDK).
- Built advanced file management and redaction features including drag-and-drop functionality and canvas-based text redaction for sensitive documents, improving file handling efficiency by 40%.

## Projects

### Chatter *NextJS, Node.js, Convex, Supabase, Pusher, Clerk, LiveKit*

- Developed a full-stack, responsive chat application with features including real-time messaging, file sharing, friend management, and group creation.
- Implemented Convex for storage of users, friends, conversations and messages, while using Supabase for media storage.
- Integrated Pusher for typing indicators, Clerk for authentication, and LiveKit for video and audio calling capabilities.
- Enhanced user experience with features like chat media viewing, blocking, group management, and status updates.
- <https://chatter-pink-two.vercel.app> [Github](#)

### Zen Notes *NextJS, Cloudflare, Clerk, LiveBlocks, Tailwind, Firebase*

- Created a full-stack, real-time collaborative notes app where users can edit documents simultaneously.
- Integrated AI capabilities using Cloudflare Workers for summarization, translation, and chat functionality within notes.
- Utilized Clerk for authentication and Firebase for database, ensuring note storage and seamless user experience.
- <https://zen-notes-keshav.vercel.app/> [Github Main](#) [Github Cloudflare](#)

### Clone Pen *React, Firebase, Tailwind*

- Developed a code editor using React and Firebase, allowing users to write and execute JavaScript in real-time.
- Implemented resizable coding sections for live preview and debugging, enhancing the user experience for web developers.
- Enabled project management features including editing existing projects and accessing projects created by other users.
- <https://codepen-clone-dae8e.web.app/home/> [Github](#)

### Fizzi Soda Landing Page *NextJS, Typescript, Prismic, GSAP, ThreeJS, React-Fiber, drei*

- Developed a landing page for Fizzi Soda using NextJS, integrating GSAP for animations and ThreeJS for 3D elements.
- Implemented Prismic CMS for efficient management, allowing the content team to easily modify website information.
- Ensured accessibility for screen reader users and implemented responsive design for optimal viewing across all devices.
- <https://fizzi-drinks.vercel.app/> [Github](#)

### Other Projects *JavaScript, MERN, Canvas and more.*

- **MERN Auth:** Implemented an authentication system using Express and MongoDB, providing secure user data storage and RESTful APIs for login, verification, password reset, and account management. [Github](#)
- **Brainfuck Interpreter:** Engineered a high-performance interpreter for the Brainfuck programming language in JavaScript. Achieved performance with over 1 billion operations processed in 6 seconds, benchmarked on an i7 14650HX processor using a web worker. <https://keshav-madhav.github.io/Making-BF2/> [Github](#)
- **JS Game Dev:** Developed 30+ games and interactive experiments, focusing on performance optimization and data structures and algorithms. Projects include: Space-Invaders, Brick-Breaker, Physics maze, 3D Maze, and Conway's game of life.

## Technical Skills

**Languages:** Python, Java, HTML/CSS, JavaScript, TypeScript, AppScript, SQL

**Libraries/Frameworks:** React.JS 19, Next.JS 15, TailWind, Framer-Motion, GSAP, ShadCn, Zustand, ThreeJs, React-Fiber, Prisma, Clerk, FastAPI, CloudFlare, Convex, Node.JS, Express, Mailtrap

**Developer Tools:** VS Code, Git, Teams ToolKit, Docker, Postman, Figma, Vercel, Prismic

**Package Managers:** NPM, Pnpm, Yarn, Bun