

KESHAV MADHAV

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Education

Sushant University

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

Sep. 2021 – May 2025

Gurgaon, Haryana

Experience

PrudentBit

Front-End Engineer

August 2023 – Current

Noida, Uttar Pradesh

- Developed the web-app for the core product, ImmuneFiles, from scratch with custom APIs.
- Created systems for proctoring, drag and select, Dashboard Analytics, Protected routes, Custom Redaction and more.
- Using teams toolkit to develop ImmuneFiles app for teams and Yeoman generator to develop addon for outlook.
- Technology Used: NextJS, zustand, shadcn, tailwind, Azure Msal, cryptojs, lodash, chartjs, chrono, tensorflow, Teams Toolkit, Yeoman generator and more.

VALU

Web Designer and Developer

January 2023 – March 2023

New Delhi, Delhi

- Designed and developed a website to introduce new users to VALU, its features, roadmap, and vision.
- Utilized HTML, CSS, JavaScript, and Bootstrap to create a visually appealing and user-friendly website.

Projects

Clone Pen - A CodePen Clone *React, React-Router, Firebase, Tailwind*

- Developed a CodePen clone using React and Firebase for user authorization and database.
- Created a page with re-sizeable windows for coding as well as the result.
- Added ability to edit existing projects and open projects made by other users.
- Live: <https://codepen-clone-dae8e.web.app/home>

Pinterest Clone *React, Unsplash API, Axios, Styled Components*

- Created a Pinterest clone using the Unsplash API to get images and Axios to create a server.
- Created an input field to fetch images from Unsplash based on user input.
- Made the website completely responsive using flex and media queries.
- Live: <https://pinterest-keshav-madhav.netlify.app/>

A Notes App *ReactJS, Typescript, Framer-motion, tailwind*

- Developed a simplistic notes making and management app.
- Creative notes app with floating tabs and ability to drag and drop or download notes. Supports video and voice notes.
- Live: <https://a-notes-app.netlify.app/>

Tetris Game *React*

- Created the game Tetris in React using custom and inbuilt hooks
- Made the game responsive using styled components. Added features such as score system and faster levels.
- Live: <https://tetris-keshav-madhav.netlify.app/>

JavaScript Game Development *JavaScript, HTML, CSS, Canvas*

- Created several(30+) games with HTML or canvas for visuals and javascript for logic.
- Applied advanced algorithms for game logic and created physics-based games.
- Explored game development topics such as collisions, ray casting and tracing, 3D rendering etc.
- Some of the games are: Space-Invaders, Brick-Breaker, Hangman, Minesweeper and Conway's game of life.

Technical Skills

Languages: Python, Java, HTML/CSS, JavaScript+TypeScript+AppScript

Libraries/Frameworks: React.JS, Next.JS 15, TailWind CSS, Framer-motion, shadcn, fluent UI, Zustand and more.

Developer Tools: VS Code+cursor, Git+github, Firebase

Designing Tools: Photoshop, Figma, Canva