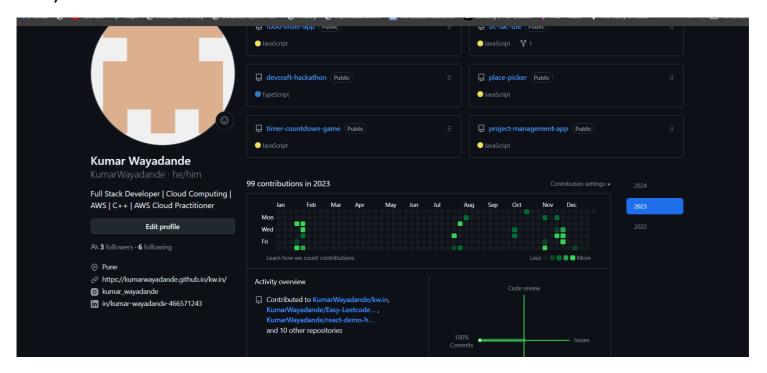
Year 2023

1) Total Commits - 99

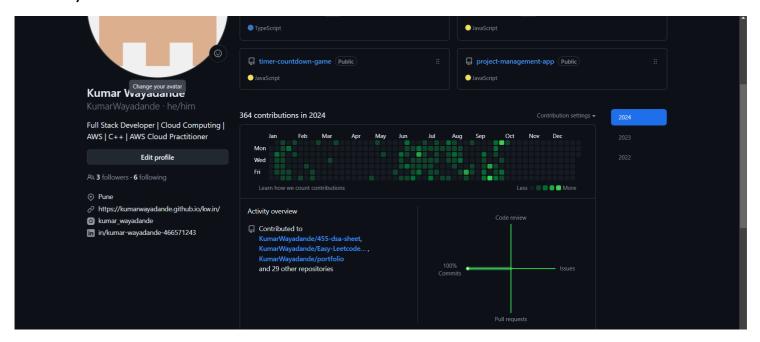


2) Repositories and projects created.

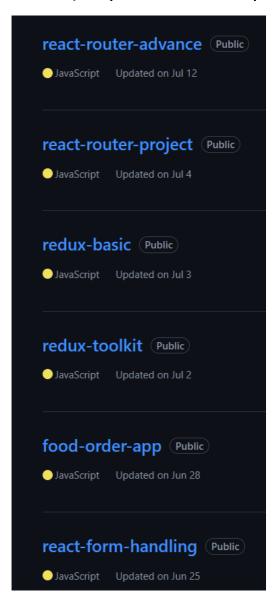


Year 2024

1) Total Commits - 364

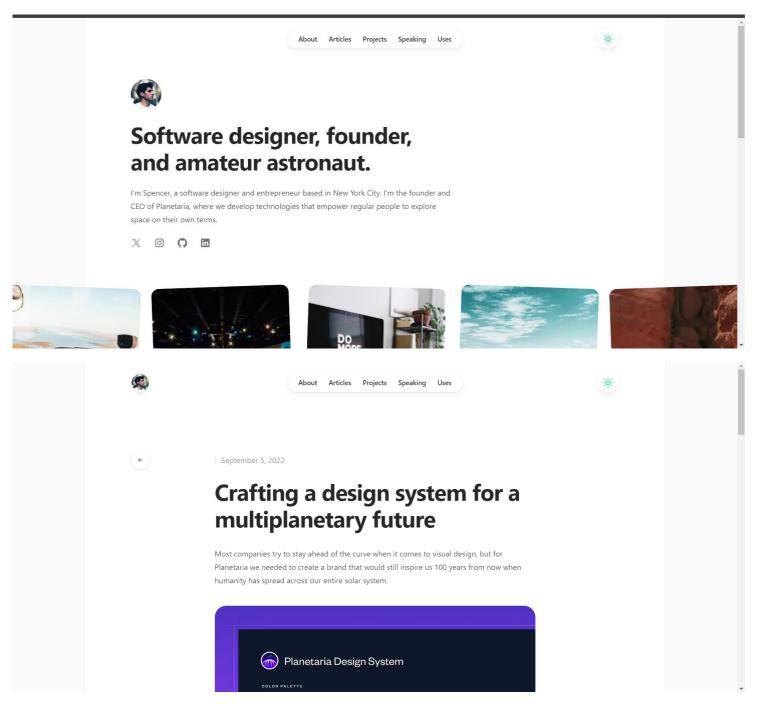


2) Repositories and projects created



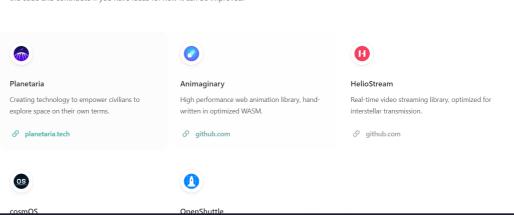
Major Project No: 1 – Personal Portfolio

Some Snapshots





I've worked on tons of little projects over the years but these are the ones that I'm most proud of. Many of them are open-source, so if you see something that piques your interest, check out the code and contribute if you have ideas for how it can be improved.



Most companies try to stay ahead of the curve when it comes to visual design, but for Planetaria we needed to create a brand that would still inspire us 100 years from now when humanity has spread across our entire solar system.

Read article >

September 2, 2022

Introducing Animaginary: High performance web animations

When you're building a website for a company as ambitious as Planetaria, you need to make an impression. I wanted people to visit our website and see animations that looked more realistic than reality itself.

Read article >

July 14, 2022

Rewriting the cosmOS kernel in Rust

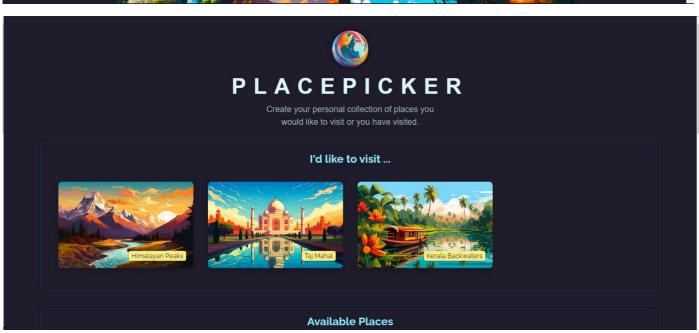
When we released the first version of cosmOS last year, it was written in Go. Go is a wonderful programming language, but it's been a while since I've seen an article on the front page of Hacker News about rewriting some important tool in Go and I see articles on there about rewriting things in Rust every single week.

Read article >

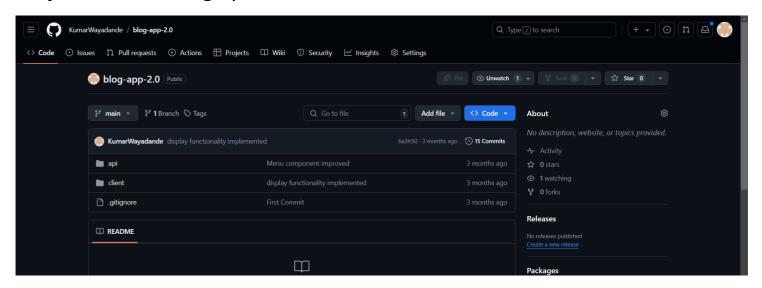
Project No: 2 – Place Picker Web App



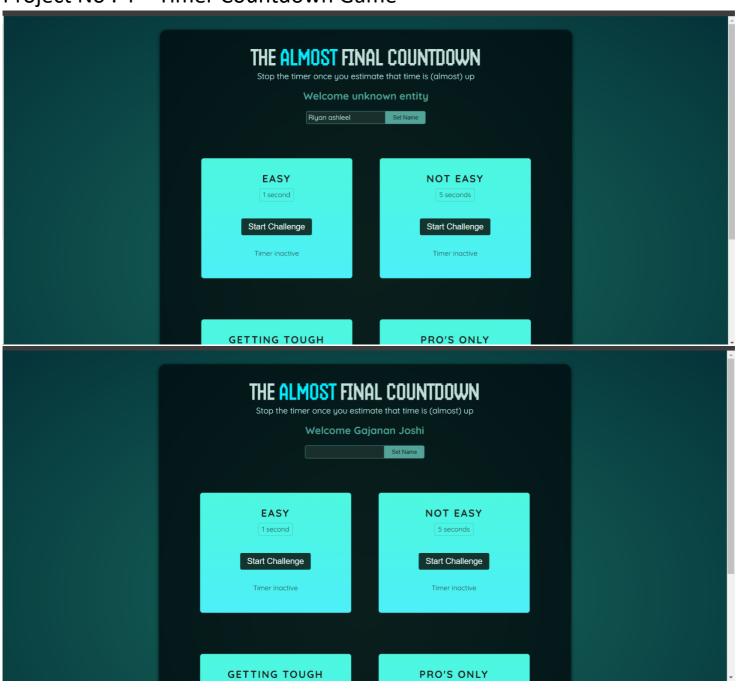


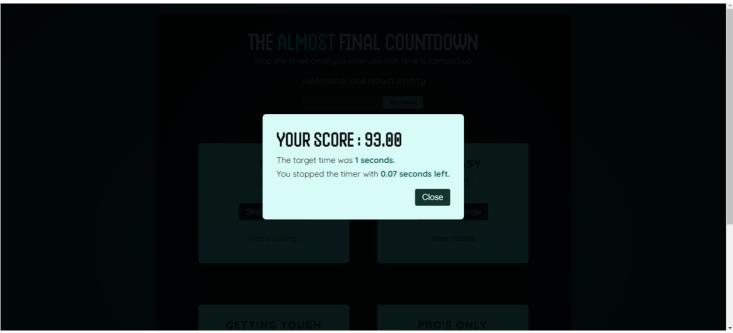


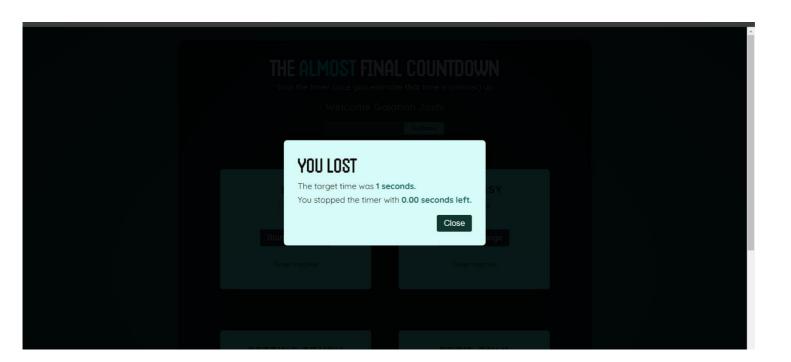
Project No: 3 – Blog System



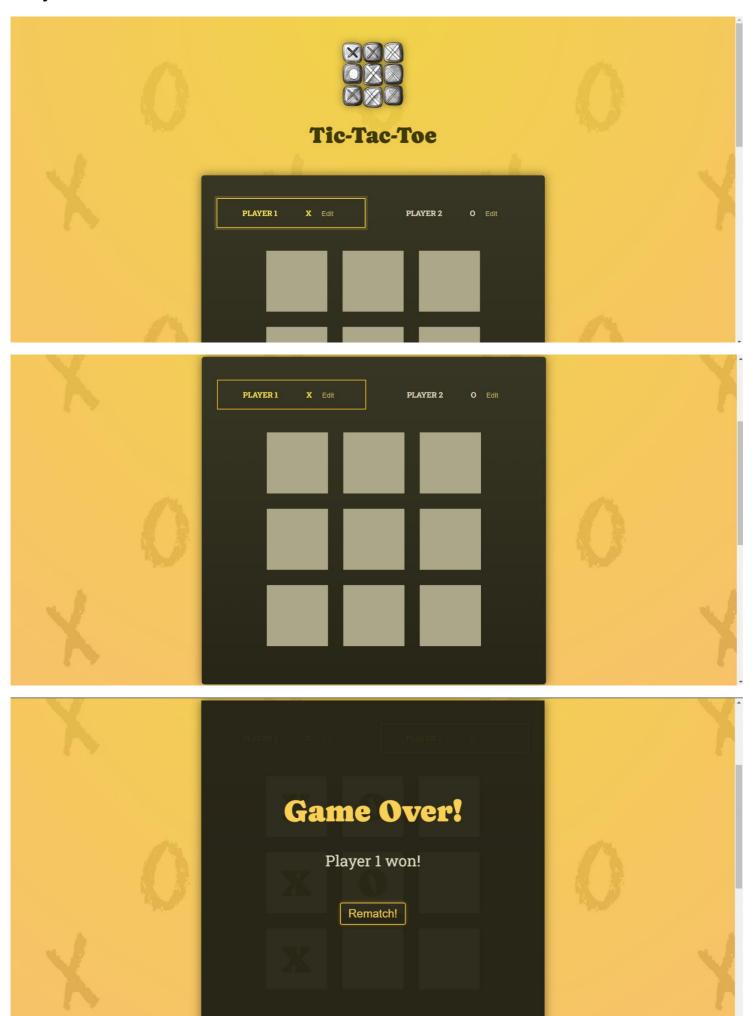
Project No: 4 – Timer Countdown Game







Project No : 5 – Tic Tac Toe





Leetcode – Striver's Sheet of DSA with 455 problems

Information: - Overall 100-103 problems solved within a month.

Total Commits – 104

