MANEET SINGH CHHABRA

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TECHNICAL STRENGTHS

Coursework	Data Structures and Algorithms, Database Management System, Operating System, OOPS
Programming Languages	C, C++, JAVA, SQL, JavaScript, HTML/CSS
Databases	MySQL, MongoDB
Libraries	Node.js, Express.js
Tools and Frameworks	Git, Github, Bootstrap

EDUCATION

IET-DAVV, Indore   June 2026
B.E. in **Computer Engineering**
Overall GPA: 8.54(up to 5th semester)

PROJECTS

- **Chess game** (Github | Live)
  (Technologies used- HTML5, CSS3, Javascript, Node.js, Express.js, Socket.io, Chess.js, EJS)

  - Engineered a real-time multiplayer chess game using **Node.js**, and **Socket.io**, enabling users to play matches with 100ms latency for seamless gameplay.

  - Leveraged Chess.js for rule validation and EJS for templating, leading to a 30% reduction in server-side computation and faster move validation.

  - added feature of spectating an ongoing match.

- **Voting Application** (Github)
  (Technologies used- Node.js, Express.js, MongoDB, JWT)

  - Developed a comprehensive voting application using **Node.js**, **Express.js**, and **MongoDB** optimized for a 10% improvement in overall response time.

  - Integrated user authentication to ensure secure access and data integrity using **JSON Web Tokens (JWT)** reducing unauthorized access attempts by 15%.

  - Designed and integrated voting functionalities, allowing users to cast votes efficiently and securely, enhancing vote processing speed by 20%.

- **Skill Sensei** (Github)
  (Technologies used- MongoDB, React.js, Node.js, Express.js, Cloudinary, Gemini API, Metamask wallet)

  - an EdTech platform , handling 100% dynamic course management with instant updates for instructors and students with features like **AI chatbot** for doubt clearence, **AI Resume builder** and one to one **Video call** with instructor.

  - Implemented a reward-based system, enabling students to redeem earned quiz points, increasing engagement and course retention.

  - Integrated Cloudinary for efficient image and video storage uploaded by instructor, optimizing media loading time by 40% for seamless course access.

EXTRA-CURRICULAR ACTIVITIES

- 2nd runner up in Quasar2.0 hackathon by 47 Billion.

- Completed Google Cloud Computing Foundations course by Google Cloud. (Profile)

- Solved 500+ problems across platforms like Leetcode and GFG with contest rating of 1667(max) on Leetcode.