# **Anmol Chourasia**

## **Front-end Developer**

Targeting **Front-end Developer** roles with an organization of high repute with a scope of improving knowledge and further career growth.

#### Contact



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### **Academic Details**

Bachelor of Engineering (B.E.)Computer Engineering

C.V. Raman Global University, Bhubaneswar CGPA: 8.53 2026

## **Soft Skills**

Analytical | Collaborator | Leader | Adaptable

### **Technical Skills**

- Programming Languages: JavaScript, Python
- Frameworks: Pytorch,Express,OpenCv,React,Vite

# **Core Competencies**

Agile Methodologies

Software Development Life Cycle

Team player

Debugging

Containerization

Web Services

Vercel Deployment

Performance Optimization

System Scalability

## **Personal Details**

Date of Birth: 17<sup>th</sup> Dec 2003 Languages Known: English and Hindi Address: Ranchi, Jharakhand

## **Profile Summary**

- Developed visually engaging 3D applications using **Three.js**, optimizing performance and user experience across multiple platforms.
- Knowledgeable in basic **Deep learning** techniques, leveraging them to enhance interactive features in web-based projects.
- Experienced in the deployment and continuous integration of projects on Vercel, ensuring seamless scaling and uptime.
- Skilled in version control with **Git** and **GitHub**, collaborating effectively in team environments and maintaining project integrity.
- Proficient in using Blender for creating 3D assets and integrating them into interactive web environments.

## **Academic Projects**

Rmcs - An Incredible Game Vite , javascript, Vercel, Three.js, Blender

#### Overview:

- Developed a 3D multiplayer game in Three.js with 4 player roles: Raja, Mantri, Chor, and Sipahi.
- The Sipahi guesses the Chor's identity; a correct guess rewards 500 points, while an incorrect guess earns O points.
- o Integrated a scoreboard to display the points of all players after each round.
- Designed an interactive 3D environment for player navigation and clue gathering.
- o Deployed the game on Vercel, ensuring smooth performance and accessibility.
- o Created 3D models for the game using **Blender**.
- o Managed version control and collaborative development using **Git** and **GitHub**.

### https://rmcs-amazing-game.vercel.app/

### Solar-System Vite, JavaScript, Vercel ,Three.js ,Blender

- Developed an interactive 3D solar system simulation using **Three.js** with realistic textures and orbital mechanics.
- Enabled user interaction for exploring planets and moons, including zoom and detailed info pop-ups.
- Optimized performance for smooth rendering across devices and deployed the site on Vercel.
- Created 3D models for celestial bodies using Blender.

### https://planet-threejs.vercel.app/

### Ai Chatbot Google Bard Lim, Python, Tkinter

- Integrated Google Bard API to fetch Al-Generated responses based on user inpute.
- Used text-to-speech technology to convert text responses into voice output.
- Developed a seamless chatbot experience with both text and voice interaction.
- Ensured efficient API communication and smooth voice conversion for user engagement.

### Achivments:

Hindi Easy Winner (2018 & 2019)

Awarded the title of Hindi Easy Winner for two consecutive years, showcasing strong proficiency in the language.