

# Avinav Priyadarshi

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## Education

### SRM University KTR

B.Tech in Computer Science Engineering

Chennai

2028

### Amicus International School

class 12th, CBSE

Gujarat

2024

## Personal Projects

### Luxe E-Commerce Platform | [Live Demo](#) | [Github link](#)

December 2025

- Architected a multi-vendor marketplace using **Next.js 15** and **TypeScript**, supporting 3 user roles with secure **NextAuth.js** and a Seller Dashboard optimized by **Cloudinary** to reduce latency by **40%**.
- Integrated **Razorpay** and **Stripe** payments with a visual order tracking timeline, achieving a **99%** Lighthouse performance score through a responsive **Tailwind CSS 4** interface.

### System Service Host - Privacy Browser | [Github link](#)

November 2025

- Engineered a stealth-focused browser using **.NET 9.0** and low-level **Windows User32 APIs**, leveraging **WDA\_EXCLUDEFROMCAPTURE** to bypass screen recording detection.
- Created a "Camo Mode" using **runtime JavaScript injection** and a background **Process Radar** algorithm to monitor system threads and manage window visibility.

### 3D Interactive Portfolio | [Live Demo](#) | [Github link](#)

November 2025

- Built an immersive 3D web experience using **React**, **TypeScript**, and **Three.js**, harnessing **Vite** for optimized production assets and high-performance rendering.
- Enforced strict **ESLint** type-aware linting and deployed on **Vercel**, ensuring code scalability and smooth animations across devices.

### Trigger Tracker - 2D Space Shooter | [Live Demo](#) | [Github link](#)

October 2025

- Constructed a 2D game engine using **Java Swing** and custom **Multithreading**, establishing a game loop that maintains **60 FPS** alongside **real-time SQLite** data persistence.
- Applied **Factory** and **Singleton** design patterns to manage **algorithmic** enemy spawning and collision detection, creating a robust in-game economy and leaderboard system.

### Fish Rescue - Ocean Conservation Game | [Live Demo](#) | [Github link](#)

August 2024

- Developed an immersive endless runner using **Unity Engine** and **C#**, scripting a **procedural generation algorithm** for infinite background scrolling and **randomized** obstacle spawning.
- Integrated **Object Pooling** patterns to optimize memory allocation, maintaining a stable **60 FPS** on WebGL builds while employing Unity's **2D Pixel Perfect** package.

## Technical Skills and Interests

**Languages:** Java, C++, C#, TypeScript, JavaScript, Python, SQL, C, HTML/CSS

**Web Technologies:** Next.js, React.js, Node.js, Express.js, Three.js, Tailwind CSS, Zustand, NextAuth.js

**Game & Systems:** Unity Engine, .NET 9.0, Java Swing, Windows User32 API, Multithreading, WebGL

**Databases & Tools:** MongoDB, SQLite, Mongoose, Git, GitHub, Vercel, Vite, Cloudinary, Postman

**Areas of Interest:** Game Development, Full Stack Architecture, System Programming, High-Performance Computing

## Certifications & Achievements

### Automate Data Capture at Scale with Document AI | [Google Cloud](#) | [Verify Credential](#)

Issued Dec 2025

- Built an end-to-end **AI-powered document processing pipeline** using Document AI to extract structured data from invoices and store results in **BigQuery** at scale.

### Prepare Data for ML APIs on Google Cloud | [Google Cloud](#) | [Verify Credential](#)

Issued Dec 2025

- Prepared, transformed, and validated datasets for **machine learning APIs** using BigQuery and Dataflow, enabling reliable ML inference pipelines.

### Streaming Analytics into BigQuery | [Google Cloud](#) | [Verify Credential](#)

Issued Dec 2025

- Implemented **real-time data ingestion and analytics pipelines** using Pub/Sub and Dataflow to stream data into BigQuery for low-latency insights.