

# Avinav Priyadarshi

9106797847 | [avinavpriyadarshi@gmail.com](mailto:avinavpriyadarshi@gmail.com) | [linkedin/avinav-priyadarshi2401](https://www.linkedin.com/in/avinav-priyadarshi2401) | [github.com/avinav2401](https://github.com/avinav2401)

## Education

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| <b>SRM University KTR</b><br><i>B.Tech in Computer Science Engineering</i> | Chennai<br>2028 |
| <b>Amicus International School</b><br><i>class 12th, CBSE</i>              | Gujarat<br>2024 |

## Personal Projects

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|--|---------------|
| <b>Luxe E-Commerce Platform</b>   <a href="#">Live Demo</a>   <a href="#">Github link</a>  | December 2025 |
| <ul style="list-style-type: none"><li>Architected a multi-vendor marketplace using <b>Next.js 15</b> and <b>TypeScript</b>, supporting 3 user roles with secure <b>NextAuth.js</b> and a Seller Dashboard optimized by <b>Cloudinary</b> to reduce latency by <b>40%</b>.</li><li>Integrated <b>Razorpay</b> and <b>Stripe</b> payments with a visual order tracking timeline, achieving a <b>99%</b> Lighthouse performance score through a responsive <b>Tailwind CSS 4</b> interface.</li></ul> |               |
| <b>System Service Host - Privacy Browser</b>   <a href="#">Github link</a>   | November 2025 |
| <ul style="list-style-type: none"><li>Engineered a stealth-focused browser using <b>.NET 9.0</b> and low-level <b>Windows User32 APIs</b>, leveraging <b>WDA_EXCLUDEFROMCAPTURE</b> to bypass screen recording detection.</li><li>Created a "Camo Mode" using <b>runtime JavaScript injection</b> and a background <b>Process Radar</b> algorithm to monitor system threads and manage window visibility.</li></ul>  |               |
| <b>3D Interactive Portfolio</b>   <a href="#">Live Demo</a>   <a href="#">Github link</a>  | November 2025 |
| <ul style="list-style-type: none"><li>Built an immersive 3D web experience using <b>React</b>, <b>TypeScript</b>, and <b>Three.js</b>, harnessing <b>Vite</b> for optimized production assets and high-performance rendering.</li><li>Enforced strict <b>ESLint</b> type-aware linting and deployed on <b>Vercel</b>, ensuring code scalability and smooth animations across devices.</li></ul>  |               |
| <b>Trigger Tracker - 2D Space Shooter</b>   <a href="#">Live Demo</a>   <a href="#">Github link</a>  | October 2025  |
| <ul style="list-style-type: none"><li>Constructed a 2D game engine using <b>Java Swing</b> and custom <b>Multithreading</b>, establishing a game loop that maintains <b>60 FPS</b> alongside <b>real-time SQLite</b> data persistence.</li><li>Applied <b>Factory</b> and <b>Singleton</b> design patterns to manage <b>algorithmic</b> enemy spawning and collision detection, creating a robust in-game economy and leaderboard system.</li></ul>  |               |
| <b>Fish Rescue - Ocean Conservation Game</b>   <a href="#">Live Demo</a>   <a href="#">Github link</a>   | August 2024   |
| <ul style="list-style-type: none"><li>Developed an immersive endless runner using <b>Unity Engine</b> and <b>C#</b>, scripting a <b>procedural generation algorithm</b> for infinite background scrolling and <b>randomized</b> obstacle spawning.</li><li>Integrated <b>Object Pooling</b> patterns to optimize memory allocation, maintaining a stable <b>60 FPS</b> on WebGL builds while employing Unity's <b>2D Pixel Perfect</b> package.</li></ul>  |               |

## 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

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|--|-----------------|
| <b>Automate Data Capture at Scale with Document AI</b>   <a href="#">Google Cloud</a>   <a href="#">Verify Credential</a>  | Issued Dec 2025 |
| <ul style="list-style-type: none"><li>Built an end-to-end <b>AI-powered document processing pipeline</b> using Document AI to extract structured data from invoices and store results in <b>BigQuery</b> at scale.</li></ul> |                 |
| <b>Prepare Data for ML APIs on Google Cloud</b>   <a href="#">Google Cloud</a>   <a href="#">Verify Credential</a>   | Issued Dec 2025 |
| <ul style="list-style-type: none"><li>Prepared, transformed, and validated datasets for <b>machine learning APIs</b> using BigQuery and Dataflow, enabling reliable ML inference pipelines.</li></ul>                        |                 |
| <b>Streaming Analytics into BigQuery</b>   <a href="#">Google Cloud</a>   <a href="#">Verify Credential</a>  | Issued Dec 2025 |
| <ul style="list-style-type: none"><li>Implemented <b>real-time data ingestion and analytics pipelines</b> using Pub/Sub and Dataflow to stream data into BigQuery for low-latency insights.</li></ul>                        |                 |