CHITRANSHU ARYA | SOFTWARE ENGINEERING INTERN

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M A L E, 20 Y R S

EDUCATION

B.Tech. Electrical Engineering	NETAJI SUBHAS UNIVERSITY OF TECHNOLOGY, DELHI	2022-26	6.2 GPA
AISSCE/CBSE (Class XII)	SPRING MEADOWS PUBLIC SCHOOL, Dwarka mor	2021	86%
AISCE/CBSE (Class X)	ML KHANNA DAV, Sec-6 Dwarka	2019	85%

SKILLS

- Fluent in English with **excellent communication** skills.
- **Strong leadership** and **organizational** skills.
- experience in **planning**, **coordinating**, and **executing projects**.
- Successfully managed a large-scale college event with a turnout **of 5,000 people**.
- Expertise in logistics planning, **team coordination**, and **problem-solving under pressure**.

TECHNICAL SKILLS

- **PROGRAMMING LANGUAGES :** C++/C (Intermediate), Python (proficient)
- **WEB DEVELOPMENT :** HTML, CSS, JavaScript, React.js, Responsive GUI's using Bootstrap and Tailwind CSS, RESTful APIs, Node.js, Express.js ,MongoDB, Socket.io, WebRTC (Peerjs).
- **DESIGN:** Figma, illustrator, canva
- **GIT/GITHUB**
- **SQL**
- **Computer Fundaments:** Operating Systems, Computer Architecture

PERRSONAL PROJECTS

- ## Video Calling Application for Remote Teams
  - **Project Description:**
    A comprehensive video calling application designed to enhance productivity for remote teams by integrating multiple communication tools into a single platform. The application supports voice chat, video calls, real-time text chat, and screen sharing, providing seamless collaboration for team members across various locations.
  - **Deployed Project**: https://frintend-room.vercel.app/
  - **Frontend Source Code**: https://github.com/chitranshu1409/frintend-room
  - **Backend Source Code** : https://github.com/chitranshu1409/backend-room
  - **Key Features:**
    1. **Voice chat:** High-quality audio communication, Supports group voice calls.
    2. **Video call:** High-definition video streaming.
    3. **Real-time text chat:** Instant messaging.
    4. **Screen sharing:** Share entire screen or specific application windows.
    5. **Room create:** creating and joining rooms with just some clicks.
  - **Technologies Used:**
    1. **Frontend**
       - **React:** Efficiently renders the user interface and manages the application state.
       - **WebRTC:** Provides real-time communication capabilities for video and audio calls.
       - **Socket.io-client:** Facilitates real-time, bidirectional communication between client and server.
    2. **Backend**
       - **Node.js:** Handles server-side logic and scalable network applications.
       - **Express:** Simplifies server creation and routing.
       - **Socket.io:** Manages real-time events and communication between server and clients
    3. **Database**
       - **MongoDB:** Stores user data, chat histories, and call logs with high scalability and flexibility.

POSITIONS OF RESPONSIBILITY AND ACHIEVEMENTS

- **GENERAL SECRETARY | ASHWAMEDH: The Dramatics Society of NSUT**   *(May23-Present)*
- **IIT ROORKEE 1st Prize holder in Street Play competition 2024**