Vedant Chainani

 github.com/Envoy-VC   envoy1084.xyz   vedantchainani1084@gmail.com   linkedin.com/in/vedant-chainani

EDUCATION

Indian Institute of Information Technology, Agartala   June 2026
B. Tech. Computer Science and Engineering   *Current GPA: 8.84/10*

EXPERIENCE

Nillion Nucleus Builder Program | *Builder*   June 2024 - Present
- Developing a multiplayer battleship game using Multi-Party Compute (MPC) on Nillion Network.
- Built using React Three Fiber which implements game modes like PvP, AI-vs-Player, Classic Battleship, and Single Ship Showdown.

Lumos Labs | *Technical Writer Intern*   November 2023 - January 2024
- Authored technical courses for Lumos Academy in collaboration with protocols including Avalanche, MINA, ZeeKaptcha, and Archway, covering smart contract development and zero-knowledge proofs.

SKILLS

Languages: C, C++, JavaScript, TypeScript, Python, Solidity, Noir (DSL for zkSNARKS), Nada (Nillion MPC), o1js (Mina Protocol)
Frontend: React, Next.js, Three.js, React Three Fiber, Tailwind CSS, Framer Motion, Zustand, React Query, Dexie
Backend & Databases: PostgreSQL, Supabase, Convex, tRPC
Build & Tooling: Vitest, tsup, Docker, Changesets

PROJECTS

Kaos | *Next.js, Convex, wagmi, Docker, Eliza*
- A playfully chaotic social network where every controversial opinion splits into parallel realities based on user sentiment, enabling real-time interaction and debate branching.
- Integrated Snickerdoodle Autonomous Agent (built with Eliza Stack) on Altlayer Autonome Platform

SchemaCraft | *OP Stack, Ethereum Attestation Service, EigenDA, Docker*
- Designed Attest Chain: An L3 blockchain for Ethereum Attestation Service (EAS) using OP Stack with EigenDA for data availability, and anchored to Base Sepolia (L2) for settlement.
- Built EAS UIKit: Published an npm component library (10+ reusable modules) including Schema Builder, Attestation Viewer, and dynamic form generators, integrated with EAS SDK for on-chain attestation workflows.

Harvest Horizons | *React.js, Phaser 3, Goat SDK*
- A 2D farming game using Phaser 3, implementing AI farmer agents to autonomously execute tasks (planting, harvesting, trading) via atomic action sequences.
- Integrated Goat SDK Plugin for AI agents to interact with on-chain inventory contracts, enabling real-time asset tracking and task execution.

AOS Playground | *Monaco Editor, WASM, Dexie, React Panels*
- Developed a web-based IDE for Arweave's aos, enabling Lua code compilation.
- Features multi-modal editor, native file explorer, and multiple themes, Lua AST parser and WASM module for syntax formatting and debugging

ACHIEVEMENTS

Aztec: Alpha Builder 2 − *Won the Grand Architect Trophy and the Lego Master Prize for overall excellence and for modularity.*
ETH India − *Finalist & 1st Place Coinbase Developer Platform Track*
Superhack − *1st Place & Best Attestation Developer Tool*
HackFS − *Hackathon Finalist*
Frameworks − *Hackathon Finalist & Best use case of Karma3Labs OpenRank APIs*
Arweave Community Hackathon − *1st Place for Blip (video sharing library on Arweave) also got featured on* **Permaweb News**