

# Garvit Sharma

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## SUMMARY

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Cloud-native developer skilled in C#, .NET, containerized microservices, CI/CD, and Linux-based DevOps, with additional experience in Unity and real-time multiplayer game development

## PROJECTS

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### Photon

[GitHub](#)

React Native mobile app that enables real-time collaborative photo sharing during group hangouts. Built with a polyglot microservice backend: ASP.NET Core (auth & image storage), Python FastAPI orchestrator, and Java Spring Boot with MongoDB. Integrated OAuth2 (Discord/GitHub), JWT-based auth, Docker Compose deployments, and Cloudflare Zero Trust tunnels. Self-hosted with Tailscale for rapid device testing; Firebase used for push notifications. Built during Syntax Error 2024.

### Segfault (TasteTailor)

[Backend](#) — [Frontend](#)

Canteen food rating platform developed for a hackathon. Backend built with ASP.NET Core and MongoDB, providing secure APIs, authentication, and data persistence. Paired with a React Native frontend for a smooth mobile UX. Designed for fast iteration under time limits with structured data models, pragmatic logging, and quick deployment workflows.

### Gaspar

[GitHub \(Upstream\)](#)

An intelligent Platform-as-a-Service (PaaS) capable of deploying and managing applications & databases across any cloud topology. Gaspar automatically builds and runs apps directly from source in Docker containers without requiring custom pipelines. Features include service discovery, DNS/HTTPS reverse proxy, database provisioning, auto-healing nodes, virtual terminal access, and multi-language support (Go, Node.js, Python, Rust, etc.). Explored service orchestration, worker/master design, and container lifecycle management.

### Cold chain git

[GitHub \(Upstream\)](#)

A decentralized remote Git storage system that leverages IPFS (via Lighthouse API) and blockchain infrastructure to enable hosting major codebase releases with zero downtime. Supported operations via Docker and SSH-accessible “git” user interfaces.

## EDUCATION

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2024 - present    Bachelor's Degree (Electronics and Communication Engineering) at **Indian Institute of Technology Roorkee**

## SKILLS

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Web & Backend Development	Next.js, Go (MVC), Express.js, EJS, MySQL, RESTful APIs, service integration, full-stack development.
Cloud & Infrastructure	Dockerized deployments, DevOps workflows, distributed systems, scalable microservices, CI/CD-ready architectures.
Game Development & Graphics	Unity, Godot, JavaScript (Canvas), Minecraft modding, OpenGL, ray tracing, sphere tracing, procedural generation (Wave Function Collapse), real-time multiplayer servers.
Networking & Systems	Secure proxying and tunneling, mail protocol handling, system automation, overlay networking concepts, real-time communication.
Automation & Bots	Discord bot development, Modmail systems, event-driven programming, API integration, task automation.