Vignesh Duraisamy

GitHub | LinkedIn
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EDUCATION

NATIONAL INSTITUTE OF TECHNOLOGY, TRICHY
BTech in Metallurgical and Materials Engineering
Expected 2024 | Trichy, TN

NARAYANA JUNIOR COLLEGE, KUKATPALLY
PCM
April 2019 | Hyderabad, TS
Overall: 91.3% (A1)

LINKS

Github:// **vigneshd332**
LinkedIn:// **vduraisamy**
Twitter:// **@HBM2E**

SKILLS

LANGUAGES
TypeScript/JavaScript • Golang • Python • C++ • Shell Script • Solidity

FULL STACK DEVELOPMENT
HTML/CSS • React/Redux
NodeJS • FastAPI • Express
• GraphQL • MaterialUI
Phaser • Metamask • Three.js

DATABASES
MySQL • MongoDB • Postgres • Redis

TOOLS/SOFTWARE
Git • Docker • Kafka
Vite • Postman • phpMyAdmin
Ableton Live • MATLAB

EXTRA CURRICULARS

Audio Visuals Manager at Festember
Managed the Audio and Visual Team for Festember Events

Music Production
Made the theme song for the Vayu clan in Aaveg '21 and short EDM tracks with Ableton Live

EXPERIENCE

CITICORP | Summer Internship
May 2023 –Jul 2023 | Pune, MH, India
- Developed a **Continuous Integration** tool to seamlessly create update reports and **UrbanCode Deploy Snapshots** for an internal application.
- Developed a tool to do exhaustive node to node comparison of XML feeds.

MATRIX LABS | Summer Internship
Jun 2022 –Jul 2022 | Trichy, TN, India
- Worked on building websites integrated with **Web3 wallets** for clients for Token Staking, NFT Marketing and more use cases.
- Worked on integrating **smart contracts** from different chains with website frontends.
- Wrote tests for smart contracts for security and reliability testing.

DELTA FORCE | Software Developer
Aug 2021 – Present | Trichy, TN, India
- Software Developer in the **official coding club and web team** of NIT Trichy, which produces and maintains most of the web and app development for various activities, festivals and admin-related projects in the college.
- Designed, Developed and Deployed production ready websites and applications accessed by **10,000s** of unique visitors every year.

PROJECTS

CODE CHARACTER | A strategy based programming game
Nov 2022 – Apr 2023
- Integrated **C++, Java and Python Language servers** to the game's **Monaco Editor** using a **Golang** service.
- Implemented **simulation features** for the game's Attackers and Defenders using **C++**.
- Developed the **frontend renderer** for the game using the **Phaser** game engine and the **Log Parser** to parse game instructions for rendering.
- Designed and Developed an intuitive **UI** with robust state management using **React** and **Redux**.
- Hosted the game using **Docker** and **Apache** as an event for **NIT Trichy's Pragyan 2023** on Digital Ocean.

ATTENDANCE MONITOR | A realtime CCTV attendance monitor
Jan 2023 – Mar 2023
- Built the management service for the application which takes care of database CRUD operations using **Golang**.
- Integrated **Kafka** in all the application services to enable inter-service communication.

DPAY | A payment application for college fests
Feb 2023 – Apr 2023
- Developed a **PWA** with **React** which allows users to pay food stalls at college fests.
- Developed the admin panel (for vendors) using **React** and **Golang** with **websockets** to update payment details in real-time.