

LAKSHAY

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EDUCATION

Indian Institute of Information Technology, Manipur <i>Bachelor of Technology in Computer Science and Engineering; CGPA: 7.43(upto sem 7)</i>	Manipur, India 2022 – 2026
D.A.V. Public School, Panipat <i>Class XII — CBSE; Percentage: 92.6%</i>	Panipat, India 2021
D.A.V. Public School, Panipat <i>Class X — CBSE; Percentage: 92.8%</i>	Panipat, India 2019

EXPERIENCE

Intern Developer <i>MBSGames</i>	Remote May 2025 – July 2025
<ul style="list-style-type: none">Developed core gameplay mechanics for 'Tiny Toads,' an educational mobile game, utilizing Unity and C# to enhance user engagement and learning outcomes.Engineered interactive learning modules (alphabet drawing, number counting) and optimized performance, resulting in a smoother user experience on low-end devices.	

PROJECTS

High-Performance Trading Platform (CLI) <i>C++, Boost.Beast, WebSocket, Deribit APIs</i>	Apr 2025
<ul style="list-style-type: none">Architected a low-latency HFT simulation engine in C++, capable of processing real-time market data via Deribit APIs with sub-millisecond latency.Implemented lock-free data structures and multithreaded request handling, increasing throughput by 40% and ensuring fault tolerance under high load.	
Course Directory — Live Demo — <i>MongoDB, Express.js, ejs, Node.js</i>	Jan 2025 – Feb 2025
<ul style="list-style-type: none">Built a responsive full-stack course management platform with RESTful APIs, supporting 500+ documents and role-based access for admins and professors.Applied MVC design pattern with clear separation of concerns, ensuring maintainable and scalable architecture.	
Multi-User Chat Application <i>Java, Swing, MySQL, JDBC, Multi-threading</i>	Dec 2024 – Jan 2025
<ul style="list-style-type: none">Built a socket-based client-server architecture with one thread per client connection model, enabling concurrent handling of multiple users chatting in real-time across different rooms.Designed dual-mode interface (Swing GUI and CLI) with MySQL backend using JDBC for user authentication (encrypted passwords), chat room management, and persistent message history.	
Network Scheduling Algorithm Visualizer <i>C++, Qt Framework</i>	Aug 2024 – Oct 2024
<ul style="list-style-type: none">Designed and implemented an interactive visualization tool for 5 network scheduling algorithms.Optimized rendering algorithms in Qt, achieving a 40% reduction in execution time and supporting real-time visualization of complex scheduling logic.	

TECHNICAL SKILLS

Languages: C/C++, Python, Java, JavaScript (ES6+), C#, Go
Frameworks & Libraries: React.js, Node.js, Express.js, Next.js, Bootstrap, Tailwind CSS, Redux
Databases: MongoDB, MySQL, PostgreSQL, SQL/NoSQL Design
Developer Tools: Git, GitHub, VS Code, npm, Postman, Linux/Unix, Agile/Scrum
Cloud & Deployment: Render, Docker (basic), AWS (basic)

RELEVANT COURSEWORK

Core CS: Data Structures & Algorithms, Object-Oriented Programming, Operating Systems, Computer Networks, Database Management Systems, Compiler Design
AI & ML: Artificial Intelligence, Machine Learning, Natural Language Processing, Information Retrieval
Systems & Security: Cloud Computing, Cyber Security, Cryptography, Internet of Things (IoT)

CERTIFICATIONS & LEADERSHIP

Web Development Bootcamp - Udemy (Mar 2024) — 65-hour full-stack development training.
Team Lead - Smart India Hackathon 2024 (Aug 2024) — Led 6-person development team using Agile/Scrum.
Problem Solving — Solved 500+ coding problems on HackerRank and LeetCode.
Ethical Hacking and Penetration Testing - C-DAC NOIDA (Dec 2024 – Jan 2025) — Completed online training & virtual internship under Cyber Gyan Project.