

# Mudit Choudhary

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## TECHNICAL SKILLS

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**Languages:** JavaScript, Python, Java, SQL, HTML/CSS  
**Frameworks:** ReactJs, NodeJs, ExpressJs, VueJs  
**Databases:** MySQL, MongoDB, PostgreSQL  
**Libraries:** Pygame, SQLite, Tailwind CSS  
**Developer Tools:** GitHub, Postman, Azure, Git, Linux terminal, VS Code

## PROJECTS

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**BashNode - Blog App** | *React, NodeJS, MongoDB, Ant Design, Azure Blob Storage* [Live](#) | [Code](#)

- Built a **responsive** blog web application using **MERN** with the ability to create, edit, remove, save blogs
- Created a robust text editor using **react-markdown** that supports **markdown** and **blog preview** functionality
- Implemented **authentication, password hashing, data validation** using **passport, bcryptjs, react-hook-form, express-validator** to prevent security vulnerabilities like **password theft** and **XSS** attacks
- Ensured isolated data storage architecture by storing blob data on **Azure blob storage**, user data on **MongoDB**

**Dodge Charger Game** | *Python, Pygame, SQLite, SQL, Git* [Code](#)

- Developed an engaging single-player car racing game by using **Python, Pygame, and SQLite**
- Implemented a coin collection and in-game store mechanism that let users to purchase more cars
- Utilized **SQLite** for locally storing user's progress and collected items like coins, cars
- Enabled users to enjoy an endless highway driving experience until the end of the game

**BattleShip Game** | *JavaScript, Webpack, CSS, JEST, Git* [Live](#) | [Code](#)

- Created a single-player **battleship** game using **JavaScript, CSS** and **Webpack** for **efficient bundling**
- Implemented an interactive X by X grid that lets users to strike opposing ships
- Utilized **JEST** for **unit testing** of each game module to ensure stability and reliability

**TODO APP** | *JavaScript, HTML, TailWind CSS, Git* [Live](#) | [Code](#)

- Created a **TODO** application with **JavaScript** and **Tailwind** for styling
- Implemented **add, delete, and update** task functionality by using **DOM** manipulation methods
- Used **LocalStorage** to persist user-created tasks, ensuring they are retained even after the user revisits the app

## VOLUNTEER/OPEN SOURCE

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**LearningEquality - Kolibri, KDS** [Kolibri](#) | [KDS](#)

- Have been contributing to **Kolibri** an open source offline first ed-tech platform providing access to openly licensed content in poor internet region
- Improved certain component's **accessibility** by using the more accessible friendly components from **KDS library**
- Added a component **KTextTruncator** that allows to truncates the text to a certain number of lines
- Fixed minor and major **logical bugs**, assisted in **code maintenance**

## ACHIEVEMENTS/AWARDS

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- Achieved First Overall in a hackathon hosted by **MLH**. **Developed** a website facilitating donations and adoptions for street dogs and cats. [Link](#)
- Participated in the **Hack The League 2** hackathon. Created a **React Native** application for searching available bus between two location within a city

## EDUCATION

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**University of Rajasthan** Jaipur, Raj.  
*Bachelor of Computer Applications* Sep. 2022 – Sep.2025

**Kendriya Vidyalaya No.4** Jaipur, Raj.  
*Commerce - IP 91.6%* Sep. 2020 – March.2022