2020-24

EDUCATION

National Institue of Technology Delhi

Bachelor of Technology (CGPA: 8.44)

EXPERIENCE

ThoughtSpot India Pvt Ltd

Hyderabad, On-Site

Software Engineering Intern

Jun '23 - Jul '23

• Implemented 50+ accessibility improvements in the product's website

- Worked with **React.js** and **Typescript** to ensure website is accessible by **keyboard and screen readers**, especially for blind users and near-sighted users
- Collaborated with team to ensure that the website is in accordance with **WAI-ARIA** and **WCAG** international standards, achieving **Level A** accessibility certification

Software Engineering Intern

Jan '24 - Present

- Worked on Filter and Sort feature for worksheet tables and columns along with one team member. Collaborated with the backend team to add new parameters in existing API to include tags, authors and database info to sort the tables.
- Resolved **high priority bugs** in the existing code on a priority basis for the customer, with average time of 1-2 days to merge the changes into master. **Cherry picked** must fixes to already released software, added retroactively to older versions of product.

PROJECT HIGHLIGHTS

Real Time Chatroom Application [Code+Screenshots]

Implemented a Real Time Chatroom with Next.js for seamless server side rendering, and Clerk for authentication

- Enhanced styling consistency through the application of styles with **TailwindCSS**
- Integrated **UploadThing** as a robust big data server, supporting file uploads up to 2GB
- Ensured effective CRUD operations and server communication using the promise-based HTTP library Axios
- Facilitated real-time bidirectional communication across platforms using SocketIO

Photogram - An image sharing social media platform [Code] [Live]

- Launched Photogram, a dynamic image-sharing platform with secure user authentication using Firebase
- Implemented post, comments, home page and suggested users functionality for enhanced user engagement
- Developed responsive UI using React, utilizing ChakraUI for common UI elements
- Utilized **Zustand** for efficient state management in the frontend, providing instant updates of frontend on any change in backend

Created a Clicker Game Using Godot Engine [Code] [Live]

- Built a conventional clicker with various types of shops/auto-clicker upon progression
- Has exponential difficulty (similar to other games in genre) to deviate income from in game cost in log scale
- Can be played on Windows, Browser and Android, played by 600+ players on itch.io
- Has Save, Load, and prestige options to provide engaging gameplay

Python News Reader App [Code+Screenshots]

- Created a News Reader App using Python
- Provided a way to subscribe user's sources using RSS feeds available at preferred website
- Use beautifulsoup library to parse the website content with selectors

SKILLS

- Languages: Python, C++, Java, SQL, JavaScript, TypeScript
- Frameworks: ReactJS, Jest, Playwright, Spring Boot, NextJS, NodeJS, Angular, Flask
- Developer Tools: Git, Heroku, Vercel, Firebase, LaTex, VSCode, IntelliJ
- Libraries: Prisma, Pandas, Geopandas, ChakraUI Bootstrap, rayLib, Godot

ACHIEVMENTS

- Solved 300+ Data Structures and Algorithm problems on Leetcode [Link]
- Achieved a highest Rating of 1708, 3 stars in Codechef [Link]
- Awarded 5 stars in Python and C on **Hackerank** [Link]