

ANKUR ANANT

CONTACT

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SKILLS

- JavaScript
- ReactJS
- NodeJS
- Redux
- HTML/CSS
- Typescript
- MongoDB
- MySQL
- PostgreSQL
- C++
- C#
- Java
- Python 3

TOOLS

- Unity3D
- Git
- DigitalOcean
- AWS EC2
- Blender
- UnrealEngine 4

ACHIEVEMENTS

CODEUTSAVA

2nd position
NIT Raipur | Mar 2020

HACKBOUT 2020

Top 10 projects
NMIT Bangalore | Jan 2020

PROFILE

My name is Ankur Anant. I am a Fullstack Web/Game Developer and on the path for my bachelor's degree in computer science.

EDUCATION

BACHELOR OF TECHNOLOGY, CSE

SRM University | 2018 - 2022

WORK EXPERIENCE

SOFTWARE ENGINEER INTERN

XOPA AI | Nov 2020 - April 2021

I worked on the backend system of the Application Tracking System.

Technology: React, Redux, Node(Hapi.js), PostgreSQL, Carbon Design System

COMMUNITY MANAGER

ZeroToMastery | Dec 2018 - Present

Moderate the community.

Help organize December long coding contest.

PROJECTS

VR MEETING APP (MARCH 2020)

Unity3D, PUN2, Photon Voice, GoogleVR, C#, Blender

- We made it during a week long hackathon.
- People can create/join rooms and talk to others in VR.
- Demo: <https://youtu.be/D8ceKNSR2BA>

ADVENT OF CODE SUBMISSIONS (NOV. 2019)

React, MaterialUI, nodejs, expressjs, mongoDB

- A website for ZeroToMastery community where people can upload theirAdventOfCode solutions.
- Live: <https://aoc.zerotomastery.io>

ARDUINO POWERED CAR (APRIL 2019)

Arduino, Ultrasonic Sensor, C++

- Made this for a college project.
- It uses ultrasonic sensors mounted on top to detect obstacles and change its direction.
- <https://github.com/notAnkur/ArduinoUltrasonic>

ESCAPE ROOM (JUNE 2020)

Unity, C#

- A Dev Escape Room prototype.
- IT's a 3D, first person puzzle game where player has to perform some tasks to escape the room.
- Itch page: <https://notankur.itch.io/project-unknown>