

# Varun Sahni

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## EDUCATION

### Purdue University

West Lafayette, IN

*B.S. Computer Science; Expected May 2028*

*Aug. 2025 – May 2028*

- 3.92 GPA; Relevant Coursework: CS 180 (Object-Oriented Programming); CS 159 (C Programming).
- Focus: Computer Architecture, Algorithms, Systems, Optimization.

### University of California, Berkeley (Summer Sessions)

Berkeley, CA

*Coursework in Computer Architecture & Data Science*

*Summer 2023*

- CS 61C: Comprehensive study of assembly, C, parallelism, pipelining, warehouse scale compute. (A-).
- DATA 8: Statistical analysis and inference to real-world datasets. (B+).

### The Shri Ram School, Mousari

Gurugram, India

*International Baccalaureate Diploma Programme*

*2019 – 2025*

- IB 40/45; IGCSE 9A\*; CAIE Star of the Year.
- Head of ICT (Student Council)

## EXPERIENCE

### Paasa (YC S24, Fintech Startup)

Remote / Delhi, IN

*Fullstack Developer Intern*

*Nov. 2024 – Jan. 2025*

- Built admin panel (React/Python/SQL) tripling advisor productivity.
- Deployed infrastructure on AWS, reducing server costs by ~80%.
- Contributed to mobile app light mode UI and WhatsApp AI MCP server.

### CortX (Healthcare Startup)

Remote / India

*Co-Founder & Founding Engineer*

*2022 – 2024*

- One of 5 core founding members; led development of a comprehensive medical management platform and won an international hackathon.
- Built full-stack product using React (frontend) and Express.js (backend).
- Recognized with the *Young Changemaker Award* by the Dept. of Biotechnology, Govt. of India.

### Self-Directed Computer Vision Research

Remote

*Researcher*

*Jun. 2023 – Jul. 2024*

- Developed lightweight CNN for GI disorder detection (97.82% accuracy) on HyperKvasir.
- Presented at 5 venues: UMich AI Symposium, IEEE CICT, SLAS Data 2024, SCCUR, IFIC Zhejiang Lab.
- First-author IEEE publication approved (PDF available upon request).

## SELECTED PROJECTS

**Flux** — Live data-streaming proxy API ([flux.vsahni.me](https://flux.vsahni.me) | GitHub)

- Serverless-friendly SSE/WebSocket proxy for streaming from serverless environments; documented on my blog.

**bun-sqlite-cache** — Caching layer for Bun + SQLite (GitHub)

- Improves data fetch speed; 1K+ downloads.

**Firewood** — Video calling webapp ([firewood.vsahni.me](https://firewood.vsahni.me))

- Peer-to-peer WebRTC app built for CS50x final project; 100+ registrations.

**Minecraft Mod (KageMod)** — Gameplay mod with 23K+ downloads

- Designed features and maintained community updates.

**CS61CPU** — RISC-V CPU in Logisim

- 5-stage pipeline implementation; explored hazards, caching, and memory.

## TECHNICAL SKILLS

**Languages:** Python, C, Java, JavaScript/TypeScript, SQL (PostgreSQL, SQLite, MySQL), RISC-V

**Frameworks and Runtimes:** React, Next.js, Svelte/SvelteKit, Astro, Bun, Node.js, Flask, FastAPI, Django, Express, Fastify, TailwindCSS

**ML:** NumPy, Pandas, Scikit-learn, TensorFlow, Keras, Seaborn

**Tools:** Git, Docker, VS Code, Vim