Prem kumar

Software Engineer

☎ +91 7358525710 @ premkumar5012002@gmail.com 🔗 https://premkumar.vercel.app

○ Skills ○

Languages

Javascript, Typescript, C, C++

Frameworks & Libraries

React, Next.js, Nest.js, Express.js

Database

PostgreSQL, MYSQL, Redis

Tools

Git, Docker

Profiles

- in premkumar5012002
- ⬤ premkumar5012002

Summary

Software Engineer with strong skills in JavaScript and TypeScript through experience building full stack applications.

Education

Bharath Institute of Higher Education and Research

Computer Science

8.4 CGPA

Bachelor of Technology

2019 – 2023

Projects

Windows 98 Portfolio

Windows 98 inspired portfolio site build using react from scratch.

- Designed and developed a Windows 98-inspired portfolio website using React, creating a nostalgic and user-friendly interface.
- Integrated interactive elements, such as draggable windows and desktop-like navigation, to enhance the user experience.
- Built the site from scratch, utilizing React components, state management, and hooks to ensure seamless functionality.

React, Next.js, Windows 98, Portfolio

🔗 https://github.com/premkumar5012002/windows-98-portfolio

2D Game Engine

2D Game Engine written in C++.

- Developed a 2D game engine from scratch using C++
- Implemented an Entity-Component-System (ECS) architecture for modular and flexible game object management, promoting reusability and scalability.
- Integrated Lua scripting for game developers to easily write and modify gameplay logic and event handling without recompiling the engine.

C++, Game Engine, Lua

🔗 https://github.com/premkumar5012002/2d-game-engine

QuickNotes

A simple web based notes app for your note taking needs.

- Implemented rich text editor to improve note-taking with features like inline styling and code blocks.
- Added custom throttling to prevent brute-force attacks on login, password recovery, and email verification.
- Integrated Lucia auth for secure user login and session management.

React, Next.js, PostgreSQL, Redis

🔗 https://github.com/premkumar5012002/quick-notes

Tiny 3D

Tiny Software based 3D Renderer build using C.

- Developed a 3D software renderer from scratch using C
- Implemented support for loading and rendering OBJ 3D models in the renderer.
- Added texturing capabilities, enabling the renderer to apply UV-mapped textures to 3D models.

C, 3D Renderer, Graphics

🔗 https://github.com/premkumar5012002/tiny-3d

Discuss

Discuss - Reddit-like discussion forum website.

- Implemented next.js streaming for fetching comments for the post, resulting in faster page load time.
- Implemented Optimistic Updates for upvoting and downvoting posts to provide instantaneous feedback for user actions.
- Implemented rich text editor for post creation and edit.

React, Next.js, PostgreSQL, Redis

🔗 https://github.com/premkumar5012002/discuss