

RUCHITA GOSAVI

itsruchita01@gmail.com | [github/Ruchita1010](#) | [linkedin/ruchita-gosavi](#) | [site/ruchita-codes](#)

EXPERIENCE

MLH Prep Fellow

July 2022 (1 month)

Major League Hacking

- Collaborated with a diverse group of global peers on two projects spanning three weeks
- Designed and built the header section and fellows' introduction using HTML, CSS and JavaScript
- Implemented features leveraging the Geolocation API for retrieving the user's current location and to fetch attractions based on both the user's current location and searched locations
- Actively contributed in code reviews, ensuring code quality and efficient collaboration

EDUCATION

B.E. in Information Technology

2019 – 2023

K. K. Wagh Institute Of Engineering Education & Research, SGPA: 8.49

SKILLS

Languages: JavaScript, TypeScript, HTML, CSS

Frameworks/Libraries: React, Tailwind CSS, Node.js, Express

Others: Git, GitHub, PostgreSQL, Supabase, Vite, Figma

PROJECTS

HAIKUIST | React, TypeScript, Tailwind CSS, Supabase, Zod, React Hook Form, React Router

[github.com/Ruchita1010/haikust](#)

- Designed and developed a platform for creating, sharing, and exploring haikus with like, comment, and save functionalities
- Created PostgreSQL database schema for haikus, profiles and other interactions, with database functions and triggers
- Integrated Supabase Realtime for in-app notifications about likes and comments on user's haikus

NOVAS STRIKE | Phaser, TypeScript, Socket.IO, Node.js, Express

[github.com/Ruchita1010/novas-strike](#)

- Designed and developed a multiplayer 2D space shooter game where players battle waves of color-flashing enemies
- Implemented authoritative server architecture with client-side prediction and server reconciliation to ensure smooth and cheat-free gameplay
- Optimized performance using object pooling to reduce garbage collection overhead

HOMeward Bound | React Three Fiber, Drei, Lamina, Vite, Git

[github.com/Ruchita1010/homeward-bound](#)

- Designed and developed a web-based 3D adventure RPG game, a time-bound journey to diverse worlds via portals
- Leveraged helpers from Drei to integrate OrbitControls, Camera, Environment and more
- Utilized Lamina to create material for environmental mapping on a scaled sphere