

# Vatsala Budur

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## ACADEMIC PROFILE

- **Bachelors Degree, Computer Science Engineering (2022 - 2026)**
  - MVJ College Of Engineering
  - CGPA: 9.02/10.00
- **Higher Secondary School - PCMB, 12th (2022)**
  - East Point PU College
  - Percentage: 91.66%
- **Secondary School - 10th (2020)**
  - Sri Aurobindo Vidya Mandir
  - Percentage: 99.36%

## SKILLS & INTERESTS

- **Programming Languages:** C++, Java , JavaScript, Python, SQL
- **Tools:** SpringBoot, React.js, Next.js, STL, p5.js, Streamlit, MongoDB, PostgresSQL, MySQL, Postman, Git, Arduino, Docker, OpenCV
- **Skills:** Problem Solving, Product Prototyping, Web Dev, Game Dev, Public Speaking
- **Interests:** Creative Tech, Video Editing, Quantum Mechanics, Design Theory.

## INTERNSHIP/WORK EXPERIENCE

### Alopa Herbal Healthcare Pvt. Ltd, (Jul. 2025 - Aug 2025)

*Front End Dev + UI/UX Intern, Onsite*

- Built [alopaherbal.com](http://alopaherbal.com) from scratch.
- Ideation, design, & end-to-end product management for Alopa's Ayurvedic e-commerce platform.
  - Stack: Liquid, JSON, CSS, Mailchimp, HTML, JavaScript, Photoshop, Canva.

### Neodiv Solutions/huxler.app (Jul. 2024 - Present)

*Co-Founder, Growth, Community & Product, Huxler, Hybrid*

- Led product strategy and roadmap, launching key features and building a strong early-adopter community.
- Drove successful go-to-market and organic growth, achieving rapid user signups pre-launch.

## PROJECTS

### The Better Internet Project | SpringBoot, Next.js, MongoDB (*In Progress*)

- Building a community driven directory for human only content (Website)
- Implementing features like anonymous up/downvoting and submission system, and filtering entries (new, top, best).

### ConsoleFPS | C++, Windows Console Host

- Built a console based FPS (first person stroller) game built with **pure C++** played on **Windows Console Host**.
- Used **Screen Buffer** to simulate First Person POV with **ray tracing** and shading.
- Implemented WASD controls, **strafing mechanics** and **collision detection**.

### VatChain | Java, BouncyCastle, GSON

- Built an CLI based interactive Blockchain built using **Java** and **SHA-256 hashing**, and **Proof Of Work** for chain validity.
- Implemented Wallets to store funds and track transactions, Transactions to send and receive funds, StringUtils for helpers.
- Used **BouncyCastle's ECDSA** for generating and verifying signatures.

### FaceSynth | Next.js, Three.js, PostgreSQL, Prisma

- Built a Full Stack interactive web tool for facial mesh capture using **MediaPipe**, **JSX**, **Next**, **Three**, **PostgreSQL** for accessible and customized facial prosthetics.
- **Designed Pipeline from scratch** for mesh to deformation to 3D print from scratch.
- Implemented key features like feature specific deformation controls, mesh to solid conversion for STL exports.

### Realtime Video to ASCII Text | p5.js, HTML, CSS

- Built a web tool **p5.js** that converts images and videos into **ASCII-art** renderings dynamically in the browser.
- Implemented "Capture", "Copy", and "Invert" functionalities with **Javascript** for ease of use.

## POSITION OF RESPONSIBILITY

### TEDxMVJCE (Dec. 2022 - Nov. 2025)

- **Licensee and Organizer:** 2025 team - Managed event curation and headed cross team execution. 2023 and 2024 team - Managed and Headed Video Editing

### Google Developer Student Clubs, MVJCE (Sept. 2023 - Feb. 2025)

- **Speaker** at "Flutter LMAO", UI/UX basics and Designing App Interfaces | December 2024
- **Speaker** at "Sigma at Figma", Design Theory | July 2024
- **Speaker** at "Intro to ML", How Neural Networks Work | February 2024
- **Speaker** at "Intro to Android Development", Basics of Kotlin | December 2023

## HONORS AND ACHIEVEMENTS

- Placed **Third** at **Innovex'25** for FaceSynth | November 2025
- Received **Special Prize in Health and Humanities Category** at **Techkubik** for FaceSynth | December 2025