

Rakshit Joshi

+91-8273885676 | rakshit240405@gmail.com | linkedin.com/in/rakshitj | github.com/spuckhafte

EDUCATION

Shiv Nadar Institute of Eminence

Bachelor of Technology in Computer Science and Engineering

Delhi NCR

Aug. 2023 – May 2027

Bhartiyam International School

Senior High School - 11th and 12th Std

Rudrapur

Apr 2021 – March 2023

EXPERIENCE

Frontend Dev @breezesnu

Breeze, SNIOE

Oct 2023 – Jan 2024

Delhi NCR

- Worked on the main website for SNIOE's annual cultural fest
- Developed the frontend of the webapp using NextJs (TS) and SASS
- Explored using Github in a team, learning the basic conventions along the way

PROJECTS

Logger | TypeScript, React (+v6), SASS, NodeJS, Socket.io, MongoDB (Redis)

July 2023 – Present

- Developed a real time full-stack web application using Socket.io
- Utilized React and SASS for the frontend along with v6 for routing
- Implemented the backend using Node.js and Socket.IO for real-time data updates across all connected clients
- Curated a simple email and token based auth system from scratch
- Used MongoDB as the primary database along with Redis serving as the cache

Criya | TypeScript

Mar 2023 – Jul 2024

- Designed and developed Criya, a JavaScript UI library focused on programmability by abstracting DOM elements into pure objects
- Enabled seamless customization and manipulation of components entirely within the JavaScript ecosystem, eliminating the need for traditional markup
- Provided support for advanced features such as state control and synchronization, effects management, conditional mounting, and more
- Targeted use cases requiring high programmability, such as web-based game engines, offering complete component control through JavaScript

BreezerJS | TypeScript, Discord.js

Mar 2023 – Present

- Created Breezer.js, a concise and reactive framework for Discord.js
- Simplified bot command management with file-system-based command routing
- Introduced state management for reactive message payloads
- Included built-in components like Button Signals for enhanced interactivity
- Designed for ease of use and extensibility, with more features in development

BuildC | C++

Dec 2023 – July 2024

- Developed BuildC, a lightweight and user-friendly build tool for C/C++ projects
- Simplified project creation, compilation, and execution with an intuitive command-line interface
- Automated compilation process to reduce manual build management
- Provided customizable configuration to streamline development workflows
- Enabled developers to focus on coding rather than managing build commands

TECHNICAL SKILLS

Languages: Javascript/Typescript, Python, C/C++, HTML/CSS(SASS), Go

Frameworks: React, NextJs, Svelte, Node.js, Flask

Developer Tools: Git (Github), Docker, Render, Vercel, Neovim, IntelliJ