Tarun Kavipurapu

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EDUCATION

Thapar Institute of Engineering and Technology

2025

Bachelor of Science in Computers and Electronics

Current GPA: 7.99/10.00 (up to 5th semester)

Narayana Junior College

Percentage: 94.4

Sri Chaitanya High School (CBSE)

CGPA: 10/10

SKILLS

Languages: C++, Python, Java, HTML/CSS, JavaScript/TypeScript Development: React Js, Node.js, Tailwind, Express, Prisma, GraphQL, Trpc

Databases: MongoDB, PostgreSQL,Redis **Tools**: Git/GitHub, Unix Shell, Docker,

Cousework: DSA, OOPS(C++), Networking, Operating~System, Database~Managment, Optimization~Techniques, NLPCOMMON CONTROL (NATIONAL PROPERTY OF ACCUSATION OF ACCUSATIO

Projects

 ${f Vtube} \mid {\it Node.js, Express, TypeScript,MongoDB, Zod, Git, Postman} \ {f O} \ / {\it vtube}$

- Developed Vtube backend with features akin to YouTube, with all basic features of a video streaming platform.
- Leveraged Express.js to swiftly construct RESTful APIs, ensuring seamless communication between frontend and backend.
- Chose MongoDB for its flexibility and scalability, facilitating seamless data storage and retrieval in Vtube.
- Implemented Zod for rigorous user input validation, enhancing data integrity and security.
- Conducted comprehensive API endpoint testing using Postman, guaranteeing the reliability and stability of Vtube's functionality.

 $\textbf{LiveChess} \mid \textit{React.js, Redux Toolkit, Shadcn UI, Nodejs, Tailwind, Socket io, Simple Peer, WebRTC \ref{eq:liveChess}} \mid \textit{LiveChess} \mid \textit{React.js, Redux Toolkit, Shadcn UI, Nodejs, Tailwind, Socket io, Simple Peer, WebRTC \ref{eq:liveChess}} \mid \textit{LiveChess} \mid \textit{React.js, Redux Toolkit, Shadcn UI, Nodejs, Tailwind, Socket io, Simple Peer, WebRTC \ref{eq:liveChess}} \mid \textit{LiveChess} \mid \textit{React.js, Redux Toolkit, Shadcn UI, Nodejs, Tailwind, Socket io, Simple Peer, WebRTC \ref{eq:liveChess}} \mid \textit{LiveChess} \mid \textit{React.js, Redux Toolkit, Shadcn UI, Nodejs, Tailwind, Socket io, Simple Peer, WebRTC \ref{eq:liveChess}} \mid \textit{LiveChess} \mid \textit{Li$

- Spearheaded the development of a real-time online chess platform, "LiveChess," utilizing React.js, Redux Toolkit, Node.js, and Socket.io, enhancing user engagement and interactivity
- Implemented WebRTC technology to facilitate seamless video and audio communication between players during gameplay sessions, enhancing the social experience and fostering a sense of community within the platform.
- Engineered efficient game synchronization mechanisms using Socket.io, enabling seamless real-time gameplay experiences for users on the "LiveChess" platform, enhancing competitiveness and immersion during matches.

TimePlus | HTML, Tailwind, Javascript /time-plus

- Developed a feature-rich Chrome Extension on Manifest Version 3 to empower users with enhanced productivity tools.
- Implemented a dynamic Todo List feature for efficient task management directly within the browser.
- Integrated a site-blocking functionality to minimize distractions and increase focus during work sessions.
- Designed and implemented a Pomodoro Timer to facilitate time management and productivity enhancement.
- Utilized Tailwind CSS for responsive and visually appealing user interface design.

ChatClone | Node.js, TypeScript, Express, MongoDB, Zod, Git, Postman -(Current)

- Developed a real-time chat application using the MERN (MongoDB, Express.js, React.js, Node.js) stack.
- Utilized Socket.IO to enable real-time bidirectional communication between clients and the server, facilitating instant messaging functionality.
- Implemented user authentication and authorization features using NextAuth.js to ensure secure access to the chat application.

Achievements

- Finalist of Smart India Hackathon 2023 Software Edition.
- Sucessfully Participated at the ELC IOT Design Competition
- Sucessfully Participated at the ELC Digital System Design Competition