

# Rajiv Mishra

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## EDUCATION

Vidyadeep University

Surat, India

**Master of Computer Application**

2024 – 2026

- An Secured 8.62 SGPA in the current academic year.

Veer Narmada Collage of Science and Commerce

Surat, India

**Bachelor of Science**

2020 – 2023

- Participated in the National Cadet Corps (NCC).

## PROJECTS

**AI Background Remover** [live](#) | [gitHub](#)

march-2025

- An AI-powered tool to remove backgrounds from images using external API.
- Built with React, ShadCN, Tailwind CSS, Axios, Local Storage and Context API for State Management.
- Additional features include image size reduction and downloadable output.

**GameHub** [live](#) | [gitHub](#)

jan-2025

- A gambling-style web app featuring games like Aviator, Mines Stake, and Fortune of Apples.
- Developed with React, JavaScript, Context API, Tailwind CSS, and Local Storage.
- It's a Client-side game, Currently includes three playable games with plans to add more.

## SKILLS

**Technical:** HTML, CSS, JavaScript, React, Axios, REST APIs, Firebase Realtime Database, LocalStorage, GSAP (Animations)

**Tools:** Git, GitHub, Chrome DevTools, VS Code, Firebase Console, Netlify

## ACHIEVEMENTS

**Bill.ez** (billing made easy for shops)

oct-2024

- mobile friendly web app built last year to manage my Diwali crackers local shop with two of my employees.
- Developed entirely on a mobile device, as I had no access to a laptop at the time, self-learned and implemented everything as a beginner using vanilla JavaScript
- Automated operations, supported my shop employees, and built customer trust - resulting in increased sales.
- While the app lacks modern optimizations (e.g. large images, limited desktop support), it effectively served its purpose.
- [live](#) | [gitHub](#) (mobile view is recommended) planning to rebuild it with industry standards by this Diwali.