VARUN CHOUDHARY

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🐙 github.com/varruunnn • </> LeetCode

Skills

Programming:	JavaScript, TypeScript, Python, C++, HTML5, CSS3
Frontend:	React (Hooks, Context API, Redux, Recoil), Next.js, Tailwind CSS, Framer Motion
Backend:	Node.js, Express, REST APIs, Django, Flask, Redis, Kafka
Databases:	MongoDB (Mongoose), PostgreSQL, Drizzle ORM
Tools/Cloud:	Git, GitHub, Vercel, Railway, Render, AWS, DigitalOcean
Learning:	Solidity, Web3, Rust, Containerization

Experience

Ignicult   Feb 2025 – Apr 2025
Frontend End Engineer

- Designed and implemented **scalable web apps** for a Web3-integrated gaming platform, enhancing user engagement.
- Built the main platform page using **Thirdweb SDK** for seamless wallet connectivity and Web3 interactions; integrated backend APIs for dynamic data fetching.
- Developed an **analytics dashboard** visualizing key metrics from backend APIs for platform performance monitoring.

Projects

ClassSync
AI-Powered School Management System

- Built a **next-gen MERN platform** integrating **Google Gemini AI** and **Redis** to modernize school administration.
- Delivered **AI-powered chat with PDFs** and a **secure, cookie-based authentication** system for seamless access.
- Designed a **scalable architecture** with role-based dashboards for **students, teachers, and parents**.
- *Links:* **GitHub** • **Live**
  Demo Credentials: Admin-`admin@gmail.com` / `admin`, Student-`demostudent@gmail.com` / `demostudent`

Animated-Videos-Generator
AI + p5.js Animated Video Generator

- Built a **full-stack web app** that converts natural language prompts into animations using **AI + p5.js**.
- Developed a secure **p5.js sandbox** and integrated **Google Gemini (LLM)** for real-time code generation.
- Architected a **Node.js + Express** backend with environment-based API key handling.
- *Links:* **GitHub** • **Live**

Dodge Master
Multiplayer Browser Game

- Designed a **multiplayer game** with **React**, **Node.js**, and **Socket.IO**, supporting private rooms.
- Engineered a **real-time physics engine** with tick updates, collision detection, and **power-ups**.
- Implemented **room logic** with isolated game states using Socket.IO adapters.
- *Links:* **GitHub** • **Live**

Education

Netaji Subhas University of Technology (NSUT)   2023 - 2027
B.Tech in Electronics and Communication Engineering

Achievements

- Among the **Top 3 contributors** for GSoC 2025 at OSL Alpha One Labs.
- **Solidus AI Hackathon 2025 — Top 100 Submissions:** built a web-based real-time lane-detection.