

# VARUN CHOUDHARY

✉ varun.choudhary2512@gmail.com • X @*vaarruunn* • 🌐 Portfolio • 🐙 github.com/varruunnn  
• </> LeetCode

## Skills

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**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

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### 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

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### 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** and **bot or pvp**.
- Implemented **room logic** with isolated game states using Socket.IO adapters.
- **Links:** [GitHub](#) • [Live](#)

## Education

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Netaji Subhas University of Technology (NSUT)

2023 - 2027

B.Tech in Electronics and Communication Engineering

## Achievements

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- 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.