

VARUN CHOUDHARY

CONTACT AND LINKS

- varun.choudhary2512@gmail.com
- [X](#)
- [Leetcode](#)
- [PortFolio](#)
- [Github](#)

SKILLS

- **Programming Languages:**
JavaScript, HTML5, CSS3, C++, Python, TypeScript
- **Frontend Development :**
React.js (Hooks, Context API, Redux, Recoil), Nextjs, Tailwind CSS, Motion, Framer Motion
- **Backend Development :**
Node.js, Express.js, RESTful API, Django, Flask, Redis, Kafka
- **Database Management :**
MongoDB (Mongoose), PostgreSQL
- **Tools And Others:** Git and Github, Railway, Render, Vercel, AWS, DigitalOcean, Drizzle
- **Currently Learning :**
Solidity, web3, Rust, containerization

EDUCATION

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

EXPERIENCE

Ignicult FEB 2025-APRIL 2025

Full Stack Engineer at **Ignicult**

- Designed and implemented scalable web applications for a **Web3-integrated** gaming platform.
- Built two frontend pages:
- Main Platform Page: Used **Thirdweb** SDK for wallet connectivity and Web3 interactions. Integrated backend APIs for dynamic data handling.
- **Analytics Dashboard:** Displayed key metrics using **API data from the backend** to monitor platform performance

PROJECTS

Animated-Videos-Genrator

[GITHUB](#) [DEMO](#)

- Built a full-stack web app that transforms natural language **prompts into dynamic animations** using AI and p5.js.
- Developed a **custom p5.js sandbox** for securely executing and rendering **generated code in-browser**.
- Integrated Google Gemini (LLM) to generate executable p5.js code from user input in real time
- Architected a **Node.js + Express** backend with robust API routing and environment-based Gemini key handling.

Dodger Master

[GITHUB](#) [DEMO](#)

- Designed and built a browser-based multiplayer game using **React, Node.js, and Socket.io**, supporting dynamic private room creation with **live state synchronization**.
- Engineered a **real-time physics simulation** with a server-side game loop, tick updates, collision detection, and **per-player power-up effects** (shield, freeze, slow).
- Implemented WebSocket-based room logic using **in-memory state** and Socket.io's built-in room adapters, enabling isolated game instances per room.

RealTimeEditor

[GITHUB](#) [DEMO](#)

- **Developed a Full-Stack Collaboration Tool:** Designed and implemented a real-time collaboration platform **tailored for frontend developers and interviewers**, facilitating seamless teamwork through **live coding, design uploads, and real-time annotations**.
- Integrated Live Code Editor: Built a powerful CodeMirror-based editor, enabling real-time coding in HTML, CSS, and JavaScript with **instant live preview**.
- **Enabled Real-Time Synchronization:** Leveraged **Socket** to synchronize code changes, annotations, and design uploads across multiple users, ensuring a smooth and **interactive collaboration experience**.
- **Room Management:** Built features for creating and joining collaboration rooms.

ACHIEVEMENTS

- Among The top 3 contributor for GSoC 2025 (OSL ALPHA ONE LABS)
- Solidus AI Hackathon 2025 – Top 100 Submissions ~ build Lane Detection web based solution
- Walmart Code Challenge 2025 – Solution Submitted (Awaiting Results): Submitted a solution focused on customer eco-savings and sustainable products.