ANSHU RAJ

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Professional Summary

Full-stack developer who bridges code and creativity—building web experiences that don't just work, but captivate. Specialized in animation-rich interfaces and real-time applications, with 500+ algorithmic problems solved and 20+ production projects deployed. Currently architecting MERN stack applications while exploring AI integration and IoT ecosystems.

Education

Bachelor of Technology in Electronics and Communications Engineering   **2023 – 2027**
Haldia Institute of Technology   *Haldia, West Bengal*
Secondary Education (10th & 12th)   **2020 – 2022**
Holy Cross School, Bokaro Steel City   *Jharkhand*

Technical Skills

Languages: C++, JavaScript, TypeScript, Python
Frontend: React, Next.js, HTML5, CSS3, Tailwind, GSAP, Three.js, Framer Motion
Backend: Node.js, Express.js, Socket.io, REST APIs
Database: MongoDB, Git/GitHub
Dev Tools: VSCode, Cursor, Figma, Postman, Render, Netlify, Vercel
Testing: Jest, Supertest
Soft Skills: Problem Solving, Team Management, Communication, Research & Development

Projects

SSS API Learning Hub | *Vanilla JS, REST APIs, JSONPlaceholder* | Live Demo   **2025**
- Built interactive API learning platform with 50+ topics, hands-on exercises, and progressive quizzes
- Created viva prep section with 100+ searchable questions and engaging particle animations

ChessElite | *Socket.io, Chess.js, Express, Node.js* | Live Demo   **2025**
- Developed real-time multiplayer chess with WebSocket synchronization and move validation

Pinspire | *EJS, Node.js, MongoDB, Express* | GitHub   **2025**
- Built Pinterest-inspired platform with JWT authentication, MongoDB GridFS, and masonry layout

GameBit Agency | *Three.js, GSAP, Locomotive Scroll* | Live Demo   **2025**
- Created cyberpunk portfolio with 3D helmet model, particle systems, and smooth scroll animations
- mobile-optimized 3D rendering and GPU-accelerated effects

Uber Clone | *MERN Stack, Socket.io, Google Maps API* | GitHub   **2025**
- Building full-stack ride-sharing app with real-time location tracking and WebSocket-based updates
- Integrating Google Maps API for route calculation, fare estimation, and interactive mapping

Hyperspace Rush | *Three.js, GSAP, WebGL* | Live Demo   **2025**
- Built 3D tunnel racing game with procedural tracks, difficulty progression, and 60fps mobile controls

Experience

Tech & Media Lead   **Jun 2025 – Present**
Public Policy and Governance Society (PPGS), Haldia Institute of Technology   *Haldia, West Bengal*
- Lead media strategy, content scheduling, and cross-functional team coordination for digital campaigns

Achievements

Problem Solving: 500+ DSA problems — 20+ projects with performance focus