

Ashish Chaurasiya

Backend Developer — Game Developer — Open-Source Contributor

Gorakhpur, Uttar Pradesh, 273004 • ashish.chaursiaa@gmail.com • [LinkedIn](#) • [GitHub](#) • [Twitter](#) • +91-6388239141

Education

Vellore Institute of Technology (VIT) Bhopal **Madhya Pradesh, India**
Bachelor of Technology (B.Tech), Computer Science and Engineering **2026**
Relevant Areas: Backend Development, Game Development, Game Content Writing, Open-Source Contribution

US Academy & Institute **Uttar Pradesh, India**
Coursework: Mathematics, Physics, Chemistry, Computer Science **2021**

Projects & Experience

Social Media Backend (Node.js, Express) **August 2024**

- Developed a Backend for a social media platform using Node.js, Express.js, and MongoDB.
- Implemented authentication (JWT), password hashing (Bcrypt), file uploads (Multer), and cloud storage (Cloudinary).
- Built efficient data handling using aggregation pipelines and pagination with mongoose-aggregate-paginate.

UrbanEye - Camera Management System (Next.js and React) **April 2025**

- Built a web app to manage city surveillance cameras with map integration using Leaflet.js.
- Implemented user authentication with Clerk, and backend with MongoDB and Mongoose.
- Developed an intuitive dashboard for viewing and managing camera locations.

Digital Dynasty (2D Platform Game in Unity Engine) **May 2024**

- Designed a 2D platformer game using C# scripts for game mechanics and sprite-based assets.
- Integrated input management for multi-device controls.

Car Racing Game (Unreal Engine) **January 2025**

- Created a car racing game using Unreal Engine Blueprints for game logic.
- Used MegaScan assets for realistic environments and configured Project Input System for controls.

Leadership & Activities

ZeroAxis **Founder** **December 2024 – Present**

- Leading an open-source organization focused on building innovative tools and exploring emerging technologies.
- Promoting collaboration among developers to solve real-world problems through community-driven solutions.

Skills & Interests

Technical Skills:

Backend Development: Node.js, Express.js, MongoDB, REST APIs

Game Development: Unreal Engine (Blueprints), Unity (C#), 2D/3D Game Mechanics

Programming Languages:

JavaScript, TypeScript, C++, C#, C, Python, SQL, HTML, CSS

Tools and Technologies:

Git, GitHub, vscode, Aws, Railway, Heroku, Docker, Figma, Postman, Adobe Photoshop, Blender, Cloudinary, Multer, Leaflet