



Milin Sharma

Expected graduation: May 2027

B.Tech. – Metallurgical and Materials Engineering

Indian Institute of Technology, Roorkee

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Education

Indian Institute of Technology, Roorkee	Metallurgical and Materials Engineering	2023 – 2027
Brij Kishore Dubey Memorial School, Kanpur	Intermediate (Class XII) (CISCE)	2023

Internships

Backend Developer Intern | Enginify May 2026 – July 2026

- Built the backend for a travel app in Node.js, Express and MySQL, with modular auth, flights and profile REST APIs.
- Implemented JWT/bcrypt authentication, Cloudinary image uploads via Multer, schema migrations and a Postman API collection.

Full Stack Intern | Neurophi AI December 2024 – February 2025

- Built a multi-tenant MERN application with REST APIs, MongoDB schemas and reusable React components; deployed on a VPS using Nginx and PM2 with JWT/RBAC authentication.
- Developed a JavaScript tracking script for a Shopify (Liquid) store that captures product views, clicks, add-to-cart and wishlist events for user-behavior analytics.

Projects

Devlog AI – AI Powered Developer Journal | [GitHub](https://github.com) May 2025 – Present

- Built an AI-assisted journaling platform with Next.js, NestJS and PostgreSQL, adding 4 LLM-backed features via Gemini and Groq, proxied server-side to protect API keys.
- Implemented JWT auth, a custom Google OAuth flow, and resource-level authorization for public and email-restricted entry sharing.
- Built centralized API request logging and an admin analytics dashboard, plus indexed full-text search, Cloudinary image uploads and PDF export.

Zugzwang – Distributed Real-Time Chess Platform | [GitHub](https://github.com) August 2025 – September 2025

- Built a real-time multiplayer chess platform using Next.js, Node.js, Socket.IO and Clerk auth, with a matchmaking queue, room-based sessions and live move sync.
- Implemented Redis Pub/Sub to synchronize game state across server instances for horizontal scaling.
- Persisted users, games and move history (standard chess notation) in MongoDB; built debounced player search with search history and suggestions.

P2P File Transfer | [Live Demo](#) | [GitHub](https://github.com) March 2026 – April 2026

- Built a browser-to-browser file transfer app using WebRTC DataChannels with chunked streaming, flow control, AES-GCM end-to-end encryption, and resumable transfers with SHA-256 integrity checks.
- Used Socket.IO for signaling and Zustand for state in a client/server/shared monorepo, with live throughput and ETA tracking.

Coax – Rubik's Cube Solver using Korf's IDA* Algorithm | [GitHub](https://github.com) December 2025 – January 2026

- Modelled a 3×3 Rubik's Cube in C++ (OOP, compact state representations); implemented BFS, DFS and IDDFS with pruning, then Korf's IDA* for optimal solving.
- Built three pattern databases (173M states) to optimally solve scrambles of up to 13 moves.

Skills

Languages: C++, Python, JavaScript, TypeScript, SQL, HTML, CSS

Frameworks & Libraries: React, Next.js, Node.js, Express.js, NestJS, Tailwind CSS, Socket.IO

Databases: PostgreSQL, MySQL, MongoDB, Redis

Tools: Git, GitHub, Docker, Postman, Nginx, PM2, Vercel, Render, Cloudinary

Concepts: OOP, DBMS, OS, Computer Networks, REST APIs, WebSockets, WebRTC, JWT/OAuth, Pub/Sub

Achievements & Extra Curriculars

- Codeforces:** Specialist (1439, max 1452), 400+ problems solved; Div. 4 Round 1062 global rank 794.
- JEE Mains 2023,** Secured 99.2%ile
- Chess.com ratings:** Bullet 2001, Rapid 1917 (both ~99.5th percentile), 1000+ rated games.