

KSHITIZ LOHARUKA

Bangalore, India | loharukakshitiz@gmail.com | linkedin.com/in/kshitiz-loharuka | github.com/GLADIATOR-CODING | kshitizlo.vercel.app | x.com/KshitizLoharuka

SUMMARY

I am a Full-stack developer who builds fast, scalable, visually striking products end to end, from a procedural game engine to an interactive 3D portfolio built as a live circuit. Strong focus on performance, security, and polished user experience. I love experimenting different visual styles and fine tuning them with respect to my project.

SKILLS

Languages: JavaScript, Python, SQL, Java, HTML, CSS

Frameworks: React, React Native, Node.js, Express.js, Three.js

Tools/Infra: Git, Docker, Redis, MongoDB, Firebase, Vercel

Core Concepts: Data Structures & Algorithms, OOP, Database Management Systems, Authentication & Authorization, Web Performance Optimization, Responsive Design

EXPERIENCE

Builder, Build4U

Jan 2026 - Mar 2026

- Engineered and refined production frontends for external client projects, delivering end-to-end features across multiple full-stack web applications.
- Led go-to-market campaigns across key community platforms for hotlapdaily.com, driving an increase in active users during tenure.

PROJECTS

The Circuit — Interactive Web Portfolio

kshitizlo.vercel.app

- Built a scroll-driven developer portfolio as an F1 circuit (React 19, GSAP, Motion, Zustand) where scroll drives a car between sections, with fixed-duration drive-to-target navigation and a persistent AI Race Engineer companion for narration.

F1 Telemetry Dashboard — Internal Tooling, Security

github.com/GLADIATOR-CODING

- Built a decoupled headless CMS (React 19, Vercel Serverless, Upstash Redis) with 7 tabs to edit portfolio content in real time; secured the write path with HMAC-SHA256 signed tokens, bcrypt/SHA-256 verification, and strict CORS whitelisting.

NeonBreach — Game Development, WebGL

gladiator-coding.github.io/NeonBreach

- Built a zero-dependency cyber arcade shooter in pure HTML5 Canvas/JS with bullet-hell patterns and roguelite perks, including a custom 2D collision/particle engine and runtime-synthesized audio via Web Audio API oscillators.

VibeMatch Beta — Web3D, Creative Tech

vibe-gamma-murex.vercel.app

- Built a 3D travel discovery engine (Three.js, Globe.gl) pairing costly destinations with affordable alternatives via an interactive WebGL globe, coordinating camera animation across 30+ destinations while holding 60 FPS.

ShinChan Life Simulator — Reinforcement Learning / Agents

Meta OpenEnv AI Hackathon

- Built an OpenEnv-compliant RL environment (TRL GRPO, QLoRA, PyTorch) with a dense multi-term reward function; outperformed random baselines using 4-bit QLoRA GRPO fine-tuning on Qwen-0.6B.

EDUCATION

Scaler School of Technology — BSc, Computer Science and AI

2025 - 2029

GPA: 8.83/10 (Year 1). Focus: web development, DSA, DBMS, core CS fundamentals.

BITS - Birla Institute of Technology and Science — BSc, Computer Science

2025 - 2029

GPA: 9.38/10 (Year 1). Focus: computer systems architecture, systems programming, database applications.

Spring Mount Public School — CBSE Grade 12: 97% | CBSE Grade 10: 96.2%

LEADERSHIP

President, ARC, Scaler School of Technology — promoted from Head of Communications, ARC.

INTERESTS

Formula 1, table tennis, cricket, travel and trying new cuisines, exploring new tech products, and learning about different animals. A world tour is my ideal retirement plan