

CHITRAKSH TARUN

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EDUCATION

Manav Rachna International Institute of Research and Studies

September 2022 – June 2026

Bachelor of Technology, Computer Science Engineering – 7.99 CGPA

Haryana, India

SKILLS

Languages: TypeScript, JavaScript, Swift, Python, HTML, CSS, SQL

Frameworks/Libraries: React Native, Expo, Next.js, React.js, Express.js, Node.js, SwiftUI, TailwindCSS

Databases/ORMs: PostgreSQL, MySQL, Redis, Drizzle, Sequelize

Developer Tools/Cloud: AWS, GCP, Git, GitHub, EAS, Xcode, Android Studio

AI/Agentic Tools: Codex, Claude Code, Cursor, GitHub Copilot

EXPERIENCE

ClubzFM 📄 | Full Stack Intern

March 2025 – June 2026

- Joined as an early full-stack engineer, building production systems that powered **500K+ fan interactions** across **50+ artists and 50+ managers**, with IPs including **Outstation** and **Katkatha**.
- Built a **multi-channel campaign engine** with React Email templating, a SendGrid migration, background-worker scheduling, and webhook-driven delivery tracking, driving campaigns that engaged **150K+ fans**.
- Designed a **credits-based metering system** (ledger table, negative-balance handling, and per-message cost estimation) to gate campaign sends and meter monetization across **Rs. 1,000,000+ in generated revenue**.
- Shipped **digital rewards/drops** end-to-end (data models, delivery pipeline, RSVP flows, templated emails, fan segmentation and custom domains), powering drops like a **Dhanji giveaway claimed in under 54 seconds**.

Pried.in 📄 | React Native Developer Intern

May 2024 – August 2024

- Built and integrated React Native screens against core REST APIs for **student and faculty management, fee processing, and attendance tracking** in a school-management mobile app.
- Implemented mobile UI flows, navigation, and API-driven state across the app's primary user-facing modules.

PROJECTS

PaceMan.gg Mobile App 📄 | Expo, React Native, Node.js, MySQL, Redis, APNs, FCM

- Built and maintain **PaceMan.gg**, a cross-platform mobile app for the Minecraft speedrunning community tracking live speedruns, leaderboards, and player stats in real time; **5.0 rating on both iOS and Android**.
- Architected a standalone **push-notification microservice** (Express.js, MySQL + Redis cache layer, APNs/FCM) delivering **150,000–200,000 notifications per month**, with run-event validation for record-pace alerts, cron based receipt processing, and automated token-lifecycle management.
- Implemented a **device-integrity layer** (Apple App Attest, Google Play Integrity) ensuring API requests originate from genuine app installations.

OPEN SOURCE

QuickPush (betomoedano/quick-push) 📄 | Swift, SwiftUI, Expo Push Notifications

- Authored a **merged PR** to QuickPush (**449★** macOS menubar tool for testing Expo notifications), adding an access-token input and `insufficientPermissions` error handling to support apps with **push security** enabled.

PUBLICATIONS

How the Minecraft Speedrunning Community stays fast with Expo 📄

- Authored a **featured engineering blog** for the official Expo blog on PaceMan.gg's architecture, its real-time push-notification platform, and the device-attestation design keeping record-pace alerts trustworthy at scale.

Evaluation of a Natural-Language Programming Syntax with White and Black Box Testing 📄

- **Primary author** of an **IEEE-published** study on a deterministic English-to-JavaScript transpiler; built a rule-based TypeScript interpreter validated across **100,000 test cases (83.4% pass rate, $\chi^2 p < 0.001$)**.

Image Based Municipal Garbage Bin Surveillance System Using Machine Learning 📄

- **Primary author** of an **IEEE-published** computer-vision study; built a 3-layer CNN in TensorFlow/Keras reaching **83% accuracy** and **0.90 ROC-AUC**, outperforming ANN and SVM baselines by **15 percentage points**.