

whoami

I am a passionate developer who enjoys building applications from the ground up. I started with app development, building projects using Firebase Realtime Database and gaining hands-on experience with real-time systems. As I progressed, I expanded into web development, working with React to build dynamic user interfaces and Flask for backend systems. More recently, I have been working with modern full-stack architectures, including Express.js for backend services and real-time, concurrent systems. Through projects like Zap, I have gained experience building systems that handle multiple users, real-time updates, and production-level workflows. As I prepare to enter collage I would love to do some meaningful work during my gap months along with being able to continue working during my years in collage

Joel

My Work

Zap – Virtual Queue System

- Built a real-time virtual queue system to optimize customer flow in high-traffic environments such as amusement parks, schools
- Developed a full-stack architecture using Next.js (frontend) and Express.js (backend), enabling real-time updates across multiple clients
- Designed and implemented concurrency handling to support multiple users interacting with the system simultaneously

Impact & Validation (visit staging.customer.zapnow.tech)

- Proven in a live proof-of-concept handling 100+ concurrent users during peak usage
- Supported 500+ users during User Acceptance Testing (UAT) for a single ride over the testing period in February - data from vercel+firebase
- Received a deployment and commercial interest(sold it) from Imagicaa following successful testing

Mobile App for Watering Plants (code on [github](#)) [View mobile app code](#) [View ESP code](#)

- Built a mobile application integrated with Firebase Realtime Database and a self-hosted MQTT broker for real-time communication
- Developed an IoT device using NodeMCU (ESP8266) to automate plant watering based on remote commands and data
- Integrated the device with Firebase and MQTT to enable seamless cloud communication

--Won first Prize for the project at Delhi Public School Whitefield

--Got featured in Times of India student Edition of Bangalore as top projects from the school



Hosted the first Teen only hackathon called Counterspell

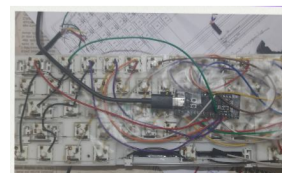
- Counterspell Bengaluru — Hack Club's global 12/24-hour game-building hackathon (100+ cities worldwide)

As the Bengaluru city organizer, I secured \$400 in cash sponsorships alongside non-monetary sponsors, managed a ₹1.5L budget, and coordinated \$900 in finances with the Hack Club team. Led a team of 8 to drive registrations — pulling in 120+ sign-ups despite tight deadlines — and hosted 60 participants on the day. Also hosted an AMA session with a co-founder of FamPay, a fintech platform.



Other Projects (All code on Github)

- Made TraceKey analytics platform to understand how customers interact with a website
- Made Famtrack a website that does email parsing and tracks your spends and helps you with spend analytics this also works cross-platform and can be used as universal tool across accounts
- Made Klide a state of the Art POS billing system which uses e-billing by sending receipts on whatsapp
- Made a mechanical keyboard. made a custom case and Closure and got it 3D printed. used STM32 an arm based micro-controller. learnt soldering and other skills to assemble the keyboard



GitHub

<https://github.com/joel909>

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