Charan Sai

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EDUCATION

Pallavi Engineering College　　　　　　　　　　　　　　　　　　Hyderabad, Telangana
Bachelor of Technology (B.Tech) in Computer Science and Engineering　　*Nov. 2022 – Oct 2026*

New Chaitanya Junior College　　　　　　　　　　　　　　　　　　Hyderabad, Telangana
MPC　　　　　　　　　　　　　　　　　　　　　　　　　　　　　　*July. 2020 – April 2022*

EXPERIENCE

Inifnity Code Nexus Club　　　　　　　　　　　　　　　　　　　　Jan 2024 – Present
Pallavi Engineering College　　　　　　　　　　　　　　　　　　　　*Nagole, Hyderabad*
- Full Stack Team Lead at Infinity Nexus Club, Pallavi Engineering College
- Led teams of like-minded individuals to foster creativity and collaboration
- Oversaw and delivered successful project outcomes through effective team coordination
- Actively organized events and workshops to nurture a strong full stack development community on campus

Freelancer - Web Developer, Video Editor　　　　　　　　　　　　Nov 2023 – Present
Remote　　　　　　　　　　　　　　　　　　　　　　　　　　　　　*Remote*
- Built and maintained web applications using modern JavaScript frameworks.
- Collaborated with clients to understand requirements and deliver customized solutions.
- Optimized applications for performance, scalability, and smooth user experience.

PROJECTS

RapidUIX V 1.0 | *React, Tailwind CSS, Github gist, Expo Snack API*　　Dec 2024 – Present
- Developed RapidUIX, a lightweight UI component library for React Native and Flutter.
- Created a suite of pre-built, reusable components to accelerate mobile UI development.
- Designed and implemented live previews using platforms like Expo Snack for instant testing
- Built with a focus on zero external dependencies, ensuring faster load times and easier integration.
- Integrated the library with npm as rapiduix, achieving 10K+ weekly downloads.

BlogDrop | *React, Tailwind CSS, PostgreSQL, Supabase*　　　　　　　Mar 2025 – Present
- Developed a Minecraft server plugin to entertain kids during free time for a previous job
- Published plugin to websites gaining 2K+ downloads and an average 4.5/5-star review
- Implemented continuous delivery using TravisCI to build the plugin upon new a release
- Collaborated with Minecraft server administrators to suggest features and get feedback about the plugin

EventOrgX | *React, Tailwind CSS, PostgreSQL, Supabase*　　　　　　Dec 2023 – Present
- Developed EventOrgX, a platform for automated certificate generation and event management.
- Enabled organizations to create forms, collect participant details, and track real-time submissions.
- Built a system to automatically email certificates to participants using tools like Puppeteer and supabase.
- Offered custom subdomains for hosting event pages and showcasing event branding.
- Aimed to streamline and simplify event logistics for hackathons, workshops, and academic programs with scalability and ease of use.

TECHNICAL SKILLS

Languages: Python, C, SQL (Postgres), JavaScript, HTML/CSS
Frameworks: React, Flask, Motion, Material-UI
Developer Tools: Git, Docker, Google Cloud Platform, VS Code, Visual Studio, PyCharm
Libraries: pandas, NumPy, Matplotlib, Statistics