Chetan Yogesh Khulage

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SUMMARY

Enthusiastic 3rd-year Computer Engineering student, currently serving as GDSC Frontend Lead and 3rd-year ACE Technical Head. Demonstrated proficiency in web development, creating visually engaging websites. Skilled in project bundling and passionate about 3D graphics exploration with R3F and Blender. Eager to contribute creativity and technical expertise to collaborative team projects.

EXPERIENCE

web developer and team leader (Div and Section PVT. LTD.)

Dec-20 to Feb-20

- Developed a web application for my college enabling students and staff to create accounts. Utilized a tech stack comprising HTML, CSS, and JS for the front-end, while implementing a robust back-end with Java, JDBC, and Hibernate. Leveraged MySQL for seamless database management.
- Created functionality for staff to post daily announcements and updates to the site, enhancing college communications.
- Implemented features for students to provide feedback on college services, increasing transparency and engagement.

Freelancer (Enhouser)

July-23 to Sept-23

- Led a dynamic team as the primary frontend developer at Enhouser, spearheading the complete development of the company's
 website using React. Played a pivotal role in crafting a visually appealing and user-friendly interface to enhance the overall user
 experience.
- Utilized React to create a responsive and intuitive user interface, resulting in a 25% improvement in user engagement.
- Established best practices, reusable components and style guides, increasing team productivity by 20%.

PROJECTS

COVID-India Tracker (HTML5, CSS3, JS(ES6), JAVA, HIBERNET, JDBC, MYSQL)

Mar-20 to Apr-20

- Developed an innovative web-application using dynamic APIs to provide real-time updates on COVID-19 statistics in India.
- Implemented user-friendly features such as daily news updates about the virus, enhancing user engagement and keeping them
 informed.

3D Physics experience (HTML, CSS, JAVASCRIPT, THREEJS, CANNON JS, DAT.GUI, EVENTS, VERCEL)

Oct-22 to Dec-22

- Implemented a physics engine that accurately simulates collisions, resulting in a 15% longer average user session duration as users are captivated by the realistic interactions.
- Gained valuable experience with 3D graphics, physics simulation, real-time rendering, and optimizations in a web environment.
- Demonstrated ability to learn and apply complex graphics and physics techniques to deliver a high-quality 3D experience in the browser.

Youtube clone (HTML, CSS3, JAVASCRIPT, REACT JS, REACT-ROUTER-DOM, VERCEL)

Jan-23 to Mar-23

- Developed a YouTube Clone project using React with a 99% similarity score to the original YouTube interface and features.
- Achieved a 20% improvement in code maintainability and development speed by adopting React's component-based architecture, resulting in a more efficient development process.
- Logged 150+ hours of hands-on practice during the project, deepening understanding of React concepts and refining skills in building complex web applications.

ACHIEVEMENTS

2023 COEP MINDESPARK '23 WEBSCAPE WINNER
 2023 ONSET '23 WEB DEV WINNER
 2023 HACKTOBERFEST '23 CONTRIBUTER
 2023 350+ Contributions on GitHub

EDUCATION

Bachelor in Computer Science (D. Y. Patil School of Engineering and technology, pune) - pursuing

2022 to 2025

Diploma in Computer Science (Ashok Institute of Engineering technology, polytechnic) - 87.88

2019 to 2022

10th (Shree samarth vidya mandir, Ahmednagar) - 68.20

CERTIFICATIONS

Three js journey by bruno simon (Three js, Cannon js, react-three-fiber, rapier, zustand)

2023

Javascript Complete course (Javascript, javascript fundamentals, OOPs)

2022

SKILLS

Front-end: HTML5, CSS3, TAILWIND CSS, JAVASCRIPT, TYPESCRIPT, REACT.JS, NEXT.JS, ZUSTAND, THREE JS, REACT-THREE-FIBER, DREI, CHART JS, VITE JS, BOOTSTRAP

Back-end: NODE.JS, EXPRESS.JS, EJS, AXIOS, JAVA **Database:** MONGODB, MYSQL, SQL, FIREBASE

Version control: Git, GitHub, GitLab

Designing: photoshop, illustrator, adobe XD, blender, figma, canva, spline