Gateek Chandak

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TECHNICAL SKILLS

Languages: JavaScript, TypeScript, Python, C
Frameworks/Libraries: React, Next, Node, Express, TailwindCSS, Supabase
Tools: Git, VS Code, Linux, MS Office, Adobe Creative Suite

PROJECTS

Estate Eagle | *TypeScript, Next, Node, Express, Supabase, TailwindCSS*
- Collaborated in a team of 4 to create a full-stack comprehensive platform for tracking real estate prices and predicting future market trends
- Used the OpenAI API to filter and query for listings based on various parameters such as location, budget, square footage, and more
- Built a dynamic and responsive front-end using Next, styled and animated with TailwindCSS
- Created a REST API with Node and Express to fetch real estate listing data from database stored in Supabase
- Implemented OAuth with Clerk, providing login access from providers such as Google and Discord

Workout Wizard - Fitness Tracker | *JavaScript, React, Node, Express, Supabase, TailwindCSS*
- Built a full-stack web application with React that helps individuals plan, track, and generate fitness plans, styled with TailwindCSS
- Created a REST API from scratch using Node and Express.js to fetch user specific data from Supabase and perform CRUD events
- Leveraged OpenAI's Text Completion API to generate distinct fitness plans based on user parameters such as difficulty and length of workout
- Used open source npm libraries such as react-big-calendar, react-dnd, and date-fns to integrate custom features
- Implemented Supabase OAuth to enable users to create personal accounts, ensuring the storage of user-specific data for a more personalized experience.

Video Game Development | *C#, Unity3D, VS Code*
- Developed complete, optimized, and polished 2D mini games from scratch using Unity and C#
- Used physics and mathematics to create jumping systems and free-fall objects
- Used Object-Oriented programming with C# to create objects, classes, game mechanics, health systems, particle systems, and automated enemy tracking systems
- Implemented menus, scene flow, audio/visual control, animations, loading bars, and more

EXPERIENCE

Developer   July 2024 – Present
UW Code Lab   Waterloo, ON

UX/UI Designer   May 2022 – Aug 2022
Design Out Loud   Mississauga, ON
- Designed and created the UX/UI of company website, various marketing tools, promotional content, and social media pages
- Engaged with multiple clients and businesses, resulting in the acquisition of over 10 new clients
- Initiated the integration of new designs, acquired proficiency in various Adobe Creative Suite products, and presented innovative ideas to team
- Communicated with clients, management, team members, and event organizers, in order to provide the best possible product, and create a positive reputation

EDUCATION

University of Waterloo   Waterloo, ON
Bachelor of Computing and Financial Management   *Sep. 2023 – May 2028*
- Relevant Course Work: Algorithm Design and Data Abstraction, Calculus 1 and 2, Algebra, Linear Algebra, Digital Media Design