

SANKALP KUMAR

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Education

Dr. Shyama Prasad Mukherjee University, Ranchi

Bachelors Of Computer Applications

Aug. 2022 - Ongoing

Work Experience

Inkhub Tattoos

- Developed a full-stack admin dashboard using **Next.js**, hosted on **Aws EC2**, improving system availability and scalability.
- Integrated **Amazon DynamoDB** and **Redis** to optimize data fetching and caching, reducing query response times by ~40% for large business-critical datasets (orders and sales).
- Built custom dashboards for Shopify product management (CRUD) and automated analytics on Pinterest boards and pins, streamlining workflows and reducing manual overhead by ~30%.
- Designed interactive visualizations for revenue, bookings, and product performance, enabling data-driven decisions and contributing to a 15% increase in sales efficiency.

Technical Skills

Languages: JavaScript, TypeScript, C++, C, HTML, Solidity

Frameworks & Libraries: Next.js, React.js, Express.js, Node.js, Tailwind CSS

Developer Tools: VS Code, Git, GitHub, Postman, MongoDB

Projects

Hermano - Service providing web app | *Next.js, MongoDB, NextAuth, Razorpay, NodeMailer*

- Developed a full-stack service marketplace using Next.js and MongoDB, with secure, role-based access for service providers, and customers via **NextAuth**.
- Integrated **Razorpay** for online payments, and implemented webhooks to automatically verify and update payment status on order completion.
- Built a cart system with **localStorage** support for guest users and syncing upon authentication.
- Added reviews and ratings for services. Sent email notifications for important user actions (e.g., order confirmation, status updates, email verification, otp verification) using Nodemailer.
- Applied security best practices, protected API routes, and optimized performance for a seamless user experience.

Youtube Clone (Fullstack video streaming platform) | *Next.js, Mux, PostgreSQL, tRPC, Clerk, upstash*

- Built and deployed a YouTube-style platform with **Next.js**, improving load speed and user experience.
- Integrated **Mux** for transcoding, thumbnails, and subtitles, reducing processing time by ~35%.
- Managed data with **PostgreSQL + Drizzle ORM**, ensuring efficient queries and consistency.
- Built a type-safe API layer with **tRPC**, leveraging both **server-side** and **client-side fetching** to optimize usability and responsiveness.
- Added **Clerk** authentication for secure onboarding and session management.
- Automated AI-driven titles, descriptions, and thumbnails using **Upstash Workflows**, boosting content publishing efficiency by ~25%.

2D Vector-Style Game | *C++, raylib*

- Developed a 2D game in C++ using raylib for graphics rendering, input handling, and game loop management.
- Applied **Object-Oriented Programming (OOP)** principles, including abstraction, inheritance, encapsulation, and polymorphism, to design a modular game architecture.
- Implemented physics-based mechanics such as gravity, jump strength, and collision detection using structured algorithms.
- Built an animation system with sprite sheets and frame control for smooth character movements.
- Ensured the codebase was scalable, maintainable, and extensible for future gameplay features.