

# SMIT POTKAR

Mumbai, India

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## Education

### Somaiya Vidyavihar University

Bachelor of Computer Applications

CGPA: 9.82/10

Aug 2022 – May 2025

Vidyavihar, Mumbai

### MAH MCA CET

PERCENTILE: 99.37

## Technical Skills

**Web Development:** MongoDB, Express, React, Node, Javascript, HTML, CSS, ASP.NET, Django, Flask, TailwindCss

**App Development:** React Native, Flutter

**Programming Languages:** Python, Java, C, C#, Dart

**Other Skills:** Firebase, Figma, Bootstrap

## Experience

### Meshcraft

Aug 2024 – Oct 2024

Web Developer Intern

Mumbai, India

- Implemented and blended two **SignIn/SignUp pages**, significantly enhancing the user experience on the company website by optimizing design and functionality for seamless navigation.
- Played a key role in **upgrading** the company's **portfolio site**, improving layout and aesthetics while ensuring responsiveness across devices.
- Created an assets page to organize and showcase **50+ company resources**, facilitating user access and improving content discoverability.
- Incorporated **3D models** into the website using **React-Three-Fiber**, adding an interactive dimension to the user experience by **30%** and showcasing the innovative capabilities of Meshcraft.

## Personal Projects

### NPAT Multiplayer Game | React Native, Expo, Socket.IO, Real-Time Multiplayer

June 2025 - JUNE 2025

<https://github.com/InsaneSP/NPATGame>

- Created a real-time multiplayer mobile game inspired by the classic "Name, Place, Animal, Thing" format using React Native and Expo Router.
- Implemented game logic with timed rounds, random letter generation, case-insensitive uniqueness scoring, and winner declaration after fixed rounds.
- Integrated Socket.IO for real-time room-based gameplay, syncing player inputs, admin actions, and round transitions across multiple devices.
- Built an admin validation system allowing the host to approve, reject, or split scores for each player's answers during results review.
- Designed a smooth and interactive UI with NativeWind and Tailwind CSS, delivering a family-friendly experience on mobile devices.

### ScoreBuddy | React Native, Expo, Tailwind CSS

May 2025 - May 2025

<https://github.com/InsaneSP/ScoreBuddy>

- Developed a mobile score-tracking app for classic card games like Judgement and Hearts 7 using React Native and Expo.

- Implemented game-specific logic such as dealer rotation, trump progression, bid restrictions, and round scoring.
- Designed an intuitive and responsive UI using Tailwind CSS and NativeWind, optimized for local multiplayer on a single device.
- Added a visually engaging Housie/Tambola number generator with both automatic and manual modes for seamless gameplay facilitation.
- Ensured smooth navigation and game setup through a clean and user-friendly interface without requiring network or authentication.

### Trek Planner (FortsAndFootmarks) | MERN Stack, Firebase

Dec 2024 - March 2025

<https://github.com/InsaneSP/FortsAndFootmarks>

- Built a trek planning website using the MERN stack, featuring detailed information for **65+ forts**, including history and cultural significance.
- Integrated **OpenStreetMap API** for interactive fort locations, improving navigation and route planning for users.
- Utilized a **real-time weather API** to provide up-to-date weather conditions for each fort, enhancing trek safety and preparation.
- Designed a dynamic **Contact Us form using Web3Forms**, streamlining communication with users.
- Developed a responsive UI/UX that supports mobile and desktop views, achieving a **90% satisfaction rate** among testers.
- Implemented **Firebase** authentication for secure user logins and personalized experiences.
- Used **MongoDB** for efficient storage and retrieval of fort details.
- Took the help of **Cloudinary** for image storage
- Hosted the Website on **Vercel** and **Railway** (forts-and-footmarks.vercel.app).

### Chat Application (BanterBox) | Real-Time Chat, Thematic UI, Firebase

Oct 2024 - Oct 2024

<https://github.com/InsaneSP/BanterBox>

- Established a seamless Real-Time Chat Application using **React.JS, CSS, and Firebase**, enabling **instant messaging with a response latency under 1 second**.
- Designed the app with a quirky Deadpool and Wolverine theme, resulting in **25% more user engagement compared to standard themes**.
- Linked the application with **Firebase** for authentication, storage, and real-time behavior.

### Library Management System (VidyaVaani) | Library Automation, Firebase

June 2024 - June 2024

<https://github.com/InsaneSP/VidyaVaani>

- Composed a system using **Python, HTML/CSS, and Firebase** capable of managing **500+ books and 100+ users**, streamlining library operations by **40%**.
- Integrated **Firebase** for secure authentication, enabling **95% success in user registration without errors**.
- Ensured a **fully responsive design**, improving user satisfaction by **25%** on mobile devices.

### Flutter Youtube Clone (Smitube) | Video Streaming, App Development, Firebase

April 2024 - April 2024

<https://github.com/InsaneSP/Smitube>

- Built a **YouTube clone** with support for uploading, viewing, and interacting with **50+ videos**.
- Planned a responsive UI using **Flutter and Dart**, achieving a **95% positive user experience rating**.
- Utilized **Firebase Firestore** to handle **1,00+ data transactions daily** with minimal latency.
- Secured user authentication for **10+ registered users** using **Firebase Authentication**.

### Anime Recommendation Website (Anidex) | Recommendation System, ASP.NET, SQL

Feb 2024 - Feb 2024

<https://github.com/InsaneSP/Anidex>

- Developed a website capable of recommending anime across **5+ genres**, enhancing user decision-making.
- Enabled genre-based and **search functionality**, reducing search time by **30%**.
- Used Microsoft SQL Server to store and manage **40+ anime records**, ensuring fast and accurate recommendations.