SASHRIK GUPTA

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Profile

Linked in

With a background in **MERN stack development**, competitive programming, and an AI/ML enthusiast, I bring a proven track record of success in delivering impactful solutions.

Skills

Languages: C | C++ | Java | Python | JavaScript
Technologies: PYtorch and pandas | NodeJS | React JSX | Expressjs |Django |websockets | MongoDB |Oracle SQL | MySQL | MATLAB |Git| flask
Concepts: Machine Learning | object-oriented programming |database management | web development | digital communication |TCP / IP

Education

Nirma university, institute of technology (ITNU), Ahmedabad **2022 – till date**

- BTech CSE | 4th semester |CGPA: **9.15/10**

Krishna International School, Rajkot **2021 -2022**

- *CBCE (Class XII), Aggregate: **91.2%***

Delhi Public School, Rajkot **2019 – 2020**

- *CBSE (Class X), Aggregate: **91.2%***

Projects

CODE CONNECT | link **Apr'24**

- Code Connect is a collaborative coding platform designed for college students, built using the **MERN stack** with **Socket.IO** for real-time communication and Vite for efficient bundling.
- The frontend employs **React.js, Auth0** for authentication, and **Chart.js** for data visualization, ensuring a seamless user experience.
- Backend technologies include Node.js for server-side logic, **MongoDB** for **cloud storage**, and **Nodemailer** for email functionality.
- User-centric features like profiles, query posting, real-time collaboration, and search functionality enhance the platform's usability and interactivity.
- The tech stack includes Socket.IO Client for backend communication and ESLint for maintaining code quality and consistency.
- Design elements are crafted using **Material UI** and **Chakra UI**, ensuring a modern and intuitive interface.
- Development tools such as VSCode Socket, Nodemon for automatic server restarts, and **Dotenv** for managing environment variables streamline the development process.

BACKTRACKING SIMULATOR | link **Dec'23**

- This **JavaScript** project offers maze-solving experience, allows users to dynamically create and customize mazes .
- **Asynchronous programming** principles are demonstrated for efficient handling of operations
- A **backtracking algorithm** is utilized to find the solution, visually represented by a flood effect demonstration of the maze-solving process within the interactive environment.
- Breadth first search (**B.F.S**) has been used in order to obtain the shortest route

A.V.L TREE CPMS | link **Oct'23**

- The **Cricket Player and Match Statistics Management System** efficiently manages and updates player rankings in cricket statistics.
- Uses concepts of **object-oriented programming (OOPS)** for creation of data structure
- Focuses on implementing Adelson-Velsky and Landis (**A.V.L**) **trees** for insertion, deletion, and balancing operations.
- **Designed for scalability** and high performance in managing player and match data.

Academic Achievements

- Secured **9.15** CGPA till my 4th semester
- Secured 352 rank in Code chef contest starters 126
- Secured rank **97%ile** in joint entrance examination
- Over **700+** problems solved across coding platforms

Coding profiles

Leetcode code forces (rating 1060) code chef (rating 1606) Github