

Karan Sonik

Developer/Designer/3D Modeler

I have always been intrigued by technological advancements, it's a thrill or surge of adrenaline for me. I strongly believe AI, ML and Cloud Computing is the future and it will certainly play an integral part in all walks of our life.



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EDUCATION

Bachelors in Science of Information Technology

University of Mumbai (Malini Kishor Sanghvi College)

06/2018 - 05/2021

Mumbai, IN

HSC

Prof. Ramnath Pandey Junior College of Commerce and Science

05/2015 - 04/2018

Mumbai, IN

- Science, PCMB-IT

PERSONAL PROJECTS

Android Application - (Fitness Management) (01/2021 - 04/2021)

- My final year BSC-IT project. Unlike other apps, which only provides their users a list of boring workouts, this app enables them to interact with each other globally using Firestore Cloud and Realtime Database. It has separate viewing sections such as "Feed", "Chat" and "Settings > Workout Schedules".
- "Feed" queries the database for all posts (image, caption and user's ID). "Chat" allows users to create or join multiple rooms and quench their thirst in search for answers. "Workout Schedules" allows users to easily book appointments and schedule workout plans which can be managed/updated by their virtual trainers or private trainers at their local gym.
- The app also includes User Authentication and Authorization provided by Firebase Auth service. The app revolves around 3 user-types i.e Admins, Trainers and Clients/Users.

Bluetooth 4 Wheeler BOT (09/2019 - 09/2019)

- Basic Controls (4 directions), Auto Path following mode, Ultrasonic mode that stops the bot when it's about to hit a wall in its path, and Gyro mode that reads the device's tilting motion and returns it back to the bot.
- Components - Arduino Uno R3, IR module, IR line Patrol Module, Ultrasonic Sensor, Motor Driver, Bluetooth Module (HC-05), 12v LiPo Battery, Breadboard, DC Motors, Wheels and Jumper wires.

3D & 2D Games (05/2019 - 05/2019)

- I have made some games on Unity3D (C#) and have also developed 2D games from scratch using Python, Java and C++.

3D & 2D Renders & Animations (02/2018 - Present)

- I have worked extensively on Blender 3D up till 2.93.1.
- Made graphical posters for tournaments organized by Esports on PSTouch, Adobe Illustrator (pc) and Adobe Spark.

Dynamic Webpages (04/2018 - Present)

- Responsive HTML, CSS and JavaScript webpages with MongoDB backend.
- Created a web-app using ReactJS framework and Node Modules.

SKILLS

Adobe Photoshop CS6, Adobe Illustrator, PSTouch, QGIS, Power BI.

VS Code, Sublime Text, MongoDB.

Android Studio, Unity 3D, Blender 3D.

C/C++, Python, Java, SQL, HTML5, CSS3, JavaScript, ReactJS.

Windows, Linux, MacOS, VMware Workstation, MS Office 360, OBS Studio.

Soft Skills, Adaptability and ability to work under pressure, Managerial Skills.

WORK EXPERIENCE

Scrims/Tournament Manager at various Esport Organizations

I was assigned the task to organize and formulate final standings, for Tier 2 & 3 matches, and tournaments for MCOPS, UDA and Universal Gods on PUBG & CODM. This task has taught to work consistently and efficiently under time restricted environments.

CERTIFICATES

IELTS (06/2018)

Overall 7.0

Android Studio - Basics (05/2019)

Basic or Introductory Course

BOTSON (06/2019)

Workshop on building bluetooth operated bots, which also enabled me to build one of my projects

ReactBase

React and Firebase, a 6-day course to clear both concepts.

Next Up - AWS Cloud Practitioner Certificate

LANGUAGES

English

Full Professional Proficiency

Punjabi

Limited Working Proficiency

Hindi

Native or Bilingual Proficiency

Marathi, French, German

Elementary Proficiency

OTHER INTERESTS

Cooking

Fitness

Singing

Acoustic Guitar

Travelling/Venturing

Hiking

Drawing

Sports