Paul Sajo

Full stack developer

About

I am Paul Sajo, the creator and founder of Peckwoods , a Social networking platform, currently pursuing my B.tech in Computer Science and Engineering at Christ University, Bangalore, India.

I am highly motivated research oriented developer. I also have authored many open-source libraries and tutorials. Besides programming I also have love for arts and have also done quite a bit of 3d modeling using Blender, illustrations using Inkscape and image editing using Gimp.

I always prefer to work on new technologies that I have not worked with before. I love to work with

Contact

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https://paulledemon.github.io/paul/

https://github.com/PaulleDemon

https://www.artstation.com/uf784078a

https://stackoverflow.com/users/15993687/art?tab=profile

https://peckwoods.com/profile/paulfreeman

Work experience

- Designed UI, database, backend, frontend and served as adminstrator for a social networking platform that I created called Peckwoods.

- Authored open-source libraries for python such as tkTimePicker, tkVideoPlayer, tkStyleSheet and PyCollision.

- Worked with my own clients on Fiverr and helped them with their businesses.

- Wrote tutorial on PyQt framework and on how to deploy web apps to AWS.

- Worked as an intern at Optisol business solution

- Helped other developers on StackOverflow and currently have a reputation greater than 2.3k.

Projects

Peckwoods
https://peckwoods.com   1 Nov 2021 - 30 Feb 2022

Peckwoods is a social networking platform where users share their ideas, opinions and thoughts through what's known as peck. Peckwoods also allows users to join an existing Spaces such as Bikes, Music, Food etc, or even create a new spaces and take the space and its members forward. Additionally, users (a.k.a peckers) can send private messages to get in touch with other users. You can read more about Peckwoods in its about page. https://peckwoods.pythonanywhere.com/home/#about

Tech stack - React js, Django, Django rest framework, Django-channels, Postgres, Redis.

Python designer
https://github.com/PaulleDemon/PythonDesigner   1 MAR 2021 - 15 APR 2021

Python designer is a visual scripting tool that enables python developers to quickly create class templates quickly. Users are to connect nodes using a line, the connected nodes are then converted to python code. One can save and load the files for later use.

Framework - PyQt

tkVideoPlayer
https://github.com/PaulleDemon/tkVideoPlayer   10 OCT 2021 - 13 OCT 2021

tkVideoPlayer is an open-source video player made for tkinter framework. The motivation was to provide a simple library to play video files on tkinter. This can be downloaded from PYPI using pip.

Framework - tkinter

tkStyleSheet
https://github.com/PaulleDemon/tkStyleSheet   20 JUL 2021 - 23 JUL 2021

TkStyleSheet is a simple stylesheet parser created to help developers to quickly and conviently style their tkinter application. This can be downloaded from PYPI using pip.

Framework - tkinter

More Projects

Robotic Arm Controller

https://github.com/PaulleDemon/RoboticArmController   24 SEP 2021 - 17 OCT 2021

This project was done as a final project for robotics class in my 5th semester. This was used to control a robotic arm connected through buetooth. Instead of programming robots with programming language, this provided users with a simple interface to save, load and execute instructions. This program also highlights current instruction that is being executed.

Frameworks – PyQt, PySerial

PyCollision

https://github.com/PaulleDemon/PyCollision   9 AUG 2021 - 16 AUG 2021

This library was created as a result of me facing difficulty in creating hitboxes for my game called Hunter. The library creates hitboxes given a PNG image. The rectangular hitboxes are easily controllable via width an height. The hitboxes are stored in the numpy array, the library provides a simple methods to check if there was any collision. This library can be downloaded via pip command.

Frameworls, libraries - Numpy

I have written well over 20 open-source projects which can all be found on my github page:

https://github.com/PaulleDemon?tab=repositories&q=&type=&language=&sort=stargazers

3D modeling projects

Before getting completely into programming I used to create 3d models using Blender software. Some of the renders are uploaded to ArtStation: https://www.artstation.com/uf784078a

Blogs

Beginners guide to learning:

https://medium.com/@paul_Art/beginners-guide-tolearning-gui-programming-using-pyqt-pyside-part-1-967cdba064bb

Deploying web apps to AWS: Django, Django Channels:

https://github.com/PaulleDemon/AWS-deployment#deploying-a-web-application-to-aws-django-django-channels