SANJANA S ACHARYA

FULL STACK DEVELOPER

♥ Chennai, India | sensanjana072@gmail.com

EDUCATION

• B.Tech Computer Science and Engineering (Data Science)

2021 - 2025

Presidency University

Bangalore, India

∘ CGPA: 8.90

TECHNICAL SKILLS

- Programming Languages: Java, Python 3, Javascript (ES6+)
- Web Technologies: HTML5, CSS3, Javascript (ES6+)
- CSS & JS Library/Frameworks: ReactJS, Bootstrap, TailwindCSS
- Database Systems: MySQL, MongoDB
- API Integration & Testing: RESTful APIs, Postman
- Backend: Node.js, Express.js
- Data Science & Machine Learning: Numpy, Pandas, Matplotlib, Sci-kit learn
- Version Control: Git, GitHub

EXPERIENCE

• MERN Stack Engineer - Victory Group Of Institutions

May 2024 - Nov 2024

- Spearheading the development of a scalable, feature-rich web application for a prominent educational institution, delivering a seamless digital experience for both online and offline courses.
- Increased student enrollment by 20% by architecting a responsive landing page using React and TailwindCSS.
- Developed a secure enrollment system that streamlined the onboarding process, reducing manual errors by 30% and improving administrative efficiency.
- Collaborated with cross-functional teams to continuously optimize features, resulting in a 15% increase in user engagement.

CERTIFICATIONS

• IBM Certified Front-end Developer with React

Sept 2024

• Python for Data Science, AI & Development issued by IBM

Sept 2024

PROJECTS

BookAStay: MERN, TailwindCSS

July 2024 - Aug 2024

Hotel Booking App

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- Developed a secure authentication system using JWT and HTTP cookies, boosting data security by 40%.
- Integrated Cloudinary for image uploads, reducing media load times by 25%.
- Implemented Stripe for payments, leading to a 15% increase in successful bookings.
- Built a hotel owner dashboard with real-time analytics, enhancing operational decision-making.
- Enabled search and filter functionalities, reducing user search time by 30%.

· Sudoku Solver: HTML, CSS, JS, DSA

Nov 2023

A Sudoku Solver App



- Designed and implemented an interactive Sudoku solver using the backtracking algorithm, reducing average solve time by 40% compared to manual approaches.
- Demonstrated strong problem-solving skills and an understanding of algorithm optimization.
- Enhanced user experience with an interactive UI to input.