

Sanjay Baskaran

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in Sanjay Baskaran 🔄 SanjayB2005

Skills

Technical Skills: Front-End Web Development (React JS), Graphic Design.

Languages and Tools: Python, C/C++, JavaScript (Web), HTML/CSS, Tailwind CSS, Blender, Unreal Engine

Education

Bachelor of Technology (Computer Science and Engineering), SRM University

2023–Expected 2027

- GPA: 9.13

Projects

Booksky (Book Management Tool) (Java Script, HTML, CSS)

- Constructed a web-based E-Book Management System that allowed users to swiftly add, organize, and access digital collections; Refined accessibility and organization efficiency by 40% through advanced author management features.

Mbbsglobe (Landing Page) (React JS, TailwindCSS, HTML)

[Mbbsglobe](#)

- Crafted a fully responsive MBBS landing page using CSS Grid, Flexbox, and Tailwind CSS, ensuring seamless navigation, brand consistency, and Boosted user experience across desktop, tablet, and mobile devices.

ShopNext (E-Commerce Site) (React JS, HTML, CSS)

[ShopNext](#)

- Built an e-commerce website inspired by Amazon, incorporating product browsing, cart functionality, and a seamless checkout process, enhancing user experience and increasing conversion rates by 20 %.
- Established an interactive virtual art gallery prototype using JavaScript and CSS, optimizing accessibility and layout for six device types.

Nike (Inspired WebSite) (React JS, HTML, Tailwind CSS)

[Nike](#)

- Developed a Nike-themed e-commerce platform featuring an intuitive User Interface and seamless checkout process, resulting in a 40% surge in user engagement and effective conversion rates through enhanced site navigation.
- Implemented a mobile-first visual design approach that structured accessibility for users on smartphones, contributing to a 20% increase in mobile traffic and enhancing overall engagement across digital channels.

Certifications

Introduction to C++, Simplilearn

Aug 2024

Python 101 for Data Science, United Latino Students Association

Aug 2024

Python, Cisco Networking Academy

Nov 2023

Extra-Curricular Activities

Graphics Design (Blender)

Hobby

- Composed high-quality assets for 5+ personal projects and collaborations, showcasing proficiency in 3D design and improving workflow efficiency through maximize modeling techniques.
- Designed and rendered over 5+ 3D models using Blender, enhancing visual storytelling and technical precision.

Game Development (Unreal Engin)

Hobby

- Constructed 2 interactive games in Unreal Engine, improving mechanics, level design, and performance. Organised asset management and scripting, boosting gameplay smoothness.