Sanjay Baskaran

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SanjayB/portfolio

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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

Proiects _____

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.

YouTube Clone (HTML, CSS)

YouTube-Clone <a>C

 Crafted a web application that mirrors the YouTube interface using HTML and CSS, showcasing responsive design principles to comply optimal user experience across 10 different 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 Python 101 for Data Science, United Latino Students Association **Python**, Cisco Networking Academy

Aug 2024

Aug 2024

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.