Sankalp Gour

Software Developer, Bhopal, MP, India • (+91) 7000171977

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Skills

NextJs, React.js, Redux, Node.js, MongoDB, Firebase, JavaScript, TypeScript, SQL, Python, JAVA, HTML, CSS, TailwindCSS, SCSS, Git, Linux.

Education

Information Technology (B. Tech)

Indian Institute of Information Technology, Vadodara, 2016-2020

Work Experience (2+ years)

Go Laundry, (https://www.golaundry.app), Remote

Software Developer, 2020 - Present

- Created a web admin panel for an Online Laundry Pickup & Delivery Service with 100+ business customers to create, manage, and monitor deliveries using NextJs.
- Worked on building new React components for the customer-facing web app.

DIGITebl, (http://digitebl.com)

Frontend Developer, 12/2019 - 04/2020

- Worked within an agile team and helped prioritize and scope feature requests to ensure that the biggest impact features were worked on first.
- Worked on building new Angular components for the customer-facing web app which improved the time on page for the average user by 2 minutes.

ProT Systems PVT. LTD., Ahemdabadi, India

Software Engineer Intern, 04/2019 - 07/2019 (3 months)

• In this Internship, I work on a live project(FitMix). Where I developed the front-end in Angular6/7 and back-end with node and MongoDB. And I also work on their Main Project(Perfeqta) where I work on API's.

Passion Projects -

- React-CodePen-Clone: Online code editor made by using React and Hooks. (Live Demo: react-codepen-clone-one.vercel.app, Github Repo: github.com/Sankalp100/React-CodePen-clone).
- **Clothing Web-app**: Massive E-commerce app made with React, Stripe(used for card payment), Firebase. (Github Repo: github.com/Sankalp100/crwn-clothing).
- Online-Hostel-Allotment: Hostel Management System made for our IIITV hostel. Specific to requirements. A
 desktop application aimed to manage hostel. The application was made using Bootstrap, Django and sqlite for
 Database.
- Automated Snake Game Solver Via Al Search Algorithms: Automated Snake game solver using Al search
 algorithm where computer automatically control the snake to move and collect food in a map. Our
 implementation was done in JavaScript, using canvas to draw the UI. The algorithms used to search for the food
 are DFS, BFS, and A* using some heuristics.