

# Srinjoy Sengupta

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## EDUCATION

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### Heritage Institute of Technology

*B.Tech. in Computer Science and Engineering*

Kolkata, India

*Sep 2018 – Jun 2023*

#### Relevant Courses

- CSEN 2201** *Design and Analysis of Algorithms (9/10)*
- CSEN 2251** *Design and Analysis of Algorithms Lab (10/10)*
- CSEN 2253** *Operating Systems Lab (9/10)*
- CSEN 2151** *Data Structure and Algorithms Lab (10/10)*
- CSEN 3003** *Object Oriented Programming (10/10)*
- CSEN 3053** *Object Oriented Programming Lab (10/10)*
- CSEN 3151** *Database Management Systems Lab (9/10)*

## TECHNICAL SKILLS

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**Languages:** C/C++, Java, Python, JavaScript, TypeScript, HTML, CSS, SQL, MongoDB

**Technologies:** Node, React, Next JS, Express JS, Redux, TailwindCSS, WebSockets

**Tools:** Linux, Git, GitHub

## PROJECTS

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### Key Ninja

- Developed a full stack web application that enables users to practise, track and improve their typing speed.
- Implemented features include the ability to practise or test typing which will be tracked and also allows customization of the text.
- Built a statistics feature that gives a detailed analysis of the performance.
- Utilized technologies such as **NextJS**, **TailwindCSS** and **MonngoDB** to deliver an amazing user experience.

### Chess Eclipse

- Engineered an engaging online multiplayer Chess game, allowing users to compete with friends and others in real-time
- Integrated intuitive user interfaces with **TailwindCSS**, enhancing the visual appeal and usability of the game.
- Utilized **Socket.IO** for real-time communication, allowing players to make moves and interact with opponents instantaneously.
- Implemented the project using **NextJS**, **ExpressJS**, **Socket.IO** and **TailwindCSS** ensuring smooth and responsive gameplay.

### BlunderMaster

- Developed a sophisticated chess engine capable of analyzing positions, generating moves, and simulating games.
- Implemented data structures and advanced algorithms such as minimax, alpha-beta pruning, iterative deepening, quiescence search, transposition tables, principal variation search to optimize performance and decision-making.
- Integrated with **Chess Eclipse** for seamless interaction, providing players with insights and analysis during gameplay.
- Developed the project using **Typescript**.