SUJAL CHOUDHARI SOFTWARE DEVELOPER

Summary

A highly motivated and skilled software developer with a passion for creating innovative and user-friendly applications. Proficient in a wide range of programming languages. Expertise in multiple programming domains. Proven ability to lead and manage projects effectively, with a strong track record of meeting deadlines and exceeding expectations.

Skills

- **Programming Languages:** Python, Java, JavaScript, TypeScript, C, C++, C#, HTML, CSS, Dart, Rust, Solidity
- **Tools:** Flask, Fast API, Django, React, Next.js, Git, GitHub, Node, Jest, Bootstrap, Tailwind CSS, Flutter, Unity, Godot, Google AI (MakerSuite), HuggingFace, Chakra UI, Truffle (Ganache), Shadcn, OOP, Arduino, APIs, GUI
- **Databases:** MySQL, MongoDB, Oracle, PocketBase, SupaBase, Firebase, Sanity.io
- **Other Skills:** Leadership, Project Management, Problem Solving, Optimistic, Collaborative, Adaptability

Education and Experience

Student @ D. J. Sanghvi College of Engineering   Present

- Secured victory in the prestigious Smart India Hackathon 2023 during my second year.
- Emerged as the champion at the SPIT Hackathon.
- Achieved the esteemed position of First Runner Up at TSEC Hacks 24 and Hackniche 2.0
- Authored 7 Packages on NPM, PyPI, and Pub.dev
- Authored and published multiple books on Amazon and Gumroad.

Maintainer @ Hacktoberfest23   October 2023

- Created custom programming language Coda with VS Code Extension and Wiki.
- Successfully managed pull requests and merged notable contributions.

Software Developer Intern @ TechWhoop   August 2023

- Developed an automation tool to track the list of websites that are not indexed by Google.
- Used Flask with the Google APIs and created a user-friendly interface.

Java Intern @ Sync Interns   July 2023

- JustAsk: Survey application crafted in Java (Swing) with MongoDB integration.
- Voltify: Electricity billing application developed in Java (Swing) with MySQL integration.

Student @ R. P. Jr College of Arts, Science and Commerce   March 2022

- Made Neptune.js, a 2D game engine. A game created In Neptune won 4th prize in a game jam.
- 8085AssemblyTranslator: Made a tool to compile Assembly to Hex Codes for 8085 Processor.
- 60+ Open Source Projects on GitHub
- Honored in 8 Game Jams, with Unity and Godot.
- StirFry: React and Firebase-powered chatting app, swiftly developed in a two-day challenge.
- Won a 1st Prize web development event with a Presentation Maker Application.

Student @ Dr. M. G. Parulekar Mitramandal's School   March 2020

- Finalist in the National Robotics Championship 2019, showcasing leadership skills.
- Published Indie Engine, a game engine written in python pygame for fast game development.
- Recognized in 3+ international-level contests and 10+ national-level contests, attesting to global competitiveness.
- Acknowledged with 20+ honorable mentions in painting, drama, and education, reflecting a versatile skill set.