

SUNILKUMAR KAHAR

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PROFILE

MCA graduate with around one year of experience as a Programmer Level 2 at Chanakya Tradevistas LLP, where I developed and optimized algorithmic trading strategies using C/C++. Proficient in Python, Django, JavaScript, React, and Node.js for creating dynamic web applications. Skilled in HTML, CSS, SQL, and REST API development with a solid understanding of full-stack concepts. Currently building web projects to strengthen expertise and seeking an opportunity to grow as a web developer.

EXPERIENCE

Chanakya Tradevistas LLP

April/2024 – February/2025

PROGRAMMER LEVEL - 2

- Developed and implemented algorithmic trading strategies, optimized system performance, and troubleshoot issues using tools like GDB and strace.
- Designed and tested user-friendly GUIs for trading strategies, enhancing functionality and usability.
- Installed and configured trading software on client servers. Collaborated with the team on strategy development and consistently delivered projects on time.

SKILLS

Technical: C Language, C++, MySQL, Python, Java, Linux, Node.js, React, HTML 5, CSS, JavaScript, Git & Github.

EDUCATION

- Late Bhausaheb Hiray College (Mumbai University) **(MCA) (7.68CGPI)** (2021-2023) ([Link](#))
- Vivek College of Commerce (Mumbai University) **BSC(IT) (7.23CGPI)** (2017-2020) ([Link](#))
- Sanskardham jr. College of Science (Maharashtra State Board) **HSC (57.85%)** (2014-2016) ([Link](#))
- Mahatma Gandhi Vidyalaya (Maharashtra State Board) **SSC (70.00%)** (2014) ([Link](#))

CERTIFICATIONS

- PROBLEM SOLVING THROUGH PROGRAMMING IN C **(79%)** - NPTEL ([Link](#))
- PROGRAMMING IN MODERN C++ **(63%)** - NPTEL ([Link](#))

ACHIEVEMENTS

- LEETCODE PROFILE (https://leetcode.com/u/Sunilkumar_kahar/)
- HACKERRANK PROFILE (https://www.hackerrank.com/profile/Sunilkumar_kahar)

PROJECTS

- **Sudoku Solver(C++)** ([GitHub Link](#))
 - Built a Sudoku solver in C++ using the backtracking algorithm to fill empty cells.
 - Ensures all Sudoku constraints are met across rows, columns, and sub-grids.
- **Hangman Game(C++)** ([GitHub Link](#))
 - Developed a command-line Hangman game in C++ where users guess letters to reveal a hidden word.
 - Implemented logic to track guesses, handle incorrect attempts, and display the hangman figure with each wrong guess.