Vijay Jangal

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EDUCATION

Indian Institute of Technology Guwahati, India Jul 2019 - Jun 2023
Bachelors of Technology GPA: 7.67/10.0

EXPERIENCE

Elastic Devs Feb 2024 - Present
Full Stack Developer, Full-Time Bengaluru, India
- Currently leading the migration of **Pro Kick Sports** (an online sports store) from Shopify to a custom solution, focusing on optimizing costs and enhancing customization to make operations smoother and promote business growth.
- Led frontend team for **GPU.net** (a blockchain based GPU renting platform), playing a key role in the project's successful launch, which secured **$5M** in funding upon its release. Managed UI implementation, developing marketplace UI, landing page, and wallet integration.
- Led the development of **Glibzter** (a personality development platform) admin panel and homepage, improving user experience. Implemented user-friendly admin features and engaging UI components to enhance functionality and usability.

Stealth Nov 2023 - Jan 2023
React-native Intern Remote
- **Enhanced and implemented** multiple UI functionalities of gaming application.
- Conducted comprehensive **Usability Testing** of the UI using **TestFlight**, leading to the identification and resolution of numerous application bugs.

BigBites May 2022 - July 2022
Internship Bengaluru, India
- Worked on identifying optimal set of locations for opening 30 new cloud kitchens.
- Used **genetic algorithm** along with **greedy algorithms** to determine optimal locations based on order history.
- Solution laid the basis for company's in-house food delivery app.

PROJECTS

GameSpace May 2021 - July 2021
Group Project https://bit.ly/3TKsPAN
- Created a gaming website from scratch with five games **(Chess, Tic-tac-toe, Sudoku, 2048, Minesweeper)**, incorporating advanced algorithms **(Mini-Max, Alpha-Beta pruning, Backtracking)** for enhanced gameplay.
- Games accessible in Online, Offline, and v/s Computer modes with varying difficulty levels (Easy, Medium, and Hard).
- Built a **Chess Engine (ELO Rating $\sim$ 1800)**, implemented an unbeatable mode in Tic-tac-toe, and developed a Sudoku solver. Incorporated Websockets for multiplayer functionality and chat, enhancing user engagement.

Predicting PES using neural network and regression model August 2022 - May 2023
Prof. Aditya N Panda, B.Tech project, IIT Guwahati https://bit.ly/3u8kgaN
- Developed a model using **Artificial Neural Network (ANN)** and **Gaussian Process Regression (GPR) models** to predict potential energy surfaces.
- Used Python libraries (**Keras**, Matplotlib, Pandas), to develop machine learning models and organize/visualize data.
- Utilized the GPR model to feed selected data points into the ANN model, achieving a model accuracy of 96%.

Text-Editor August 2023 - September 2023
Self Project https://bit.ly/3V7oavq
- Created a **Cloud text editor** for intuitive file management, editing, and secure storage.
- Facilitated efficient updating of files by providing users with the ability to reopen and modify previously saved documents.
- Enabled file saving and reopening features, enabling users to store their edits securely and access them later for further updates.

ACHIEVEMENTS

Data Structures	Practiced more than **1000** problems on different platforms like Leetcode, CSES.	
Competitive Programming	**Specialist** on Codeforces Platform.	
JEE Advanced	Secured **top 3%** among 0.24 million candidates.	2019
JEE Mains	Secured rank in the **top 0.7%** among 1 million candidates.	2019
Senior Secondary Education	Secured **299 marks** out of 300 in PCM.	2019
Secondary Education	Awarded for securing 2nd rank in district.	2017

TECHNICAL SKILLS

Programming languages: C++, C, Python, JavaScript, Solidity **Web Technologies:** HTML, CSS, ReactJs, NodeJs, Django
ML/AI: Numpy, Pandas, Matplotlib **Miscellaneous:** SQL, Git, Latex, Google Colab, Docker

RELEVENT COURSES

Computer Science: Data Structures and Algorithms , DBMS, OOPS
Web Development: Blockchain Development , Front-end development, Back-end development