Vijay Jangal

github.com/Vsjangal | linkedin.com/in/vijay-jangal | jangalvijay36@gmail.com | +91-7357165048

Education

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

Experience

Elastic Devs Feb 2024 - May 2024
Full Stack Developer, Full-Time Bengaluru, India

- Led front end 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.
- Worked on 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.

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 **Test Flight**, 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 game play.
- 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 Web sockets for multiplayer functionality and chat, enhancing user engagement.

Restaurant website June 2024 - present
Self Project https://bit.ly/3V7oavq

- Utilized **Tailwind CSS** to ensure streamlined styling and **responsive design** elements throughout the restaurant website.
- Integrated robust form validation techniques and **React Toastify** to elevate user registration and login experiences.
- Used **React Router** to establish smooth navigation paths within the website interface, enhancing overall 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%.

Achievements

Data Structures	Practiced more than **1000** problems on different platforms like Leetcode, CSES.	
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

Technical Skills

Programming languages: C++, C, Python, JavaScript, Solidity
Data analysis: Numpy, Pandas, Matplotlib
Web Technologies: ReactJs, NodeJs, Django
Miscellaneous: Docker, SQL, Git, Redis, Google Colab

Relevent courses

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