

# ANSHUL GANGRADE

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[GitHub](#) | [Linkedin](#)

## EDUCATION

### Sage University Indore

Degree in Bachelors of Technology (Computer Science & Engineering)  
CGPA: 8.4

Indore

June 2021 - June 2025

### St. Pius Senior Secondary School Khandwa

Degree in Class 12 - CBSE  
Percentage: 77%

Khandwa

April 2020 - April 2021

### M.G.M. Higher Secondary School Khandwa

Degree in Class 10 MP Board  
Percentage: 92%

Khandwa

April 2018 - April 2019

## EXPERIENCE

### Oasis Infobyte | Web Design & Development Inteen

May 2023 - June 2023

Developed interactive user interfaces using modern Javascript, enhancing user experience and engagement.

Implemented responsive design principles, ensuring websites function well on a variety of devices and screen-sizes

### AICTE | Data Analytics Virtual Intern

May 2023 - July 2023

Gained proficiency in AWS services and enhancing understanding of cloud computing fundamentals.

Studies cloud architecture best practices to design and optimize scalable, reliable, cost-effective solutions.

## SKILLS

Programming Languages: JavaScript, C++, Java

Libraries/Frameworks: ReactJS, NodeJS, ExpressJS, HTML, CSS, Tailwind CSS

Tools / Platforms: VS-Code, Git, Vercel

Databases: SQL, MongoDB

## PROJECTS / OPEN-SOURCE

### VISIONTALK: Video Chat Application

*TypeScript, Elastic UI, Redux Toolkit, Zego-Cloud, Firebase*

Developed a real-time video chat application using TypeScript, Elastic UI for a responsive and modern interface, and Redux Toolkit for efficient state management.

Integrated Zego-Cloud for seamless video and audio communication, enabling high-quality, low-latency video calls with features like screen sharing and recording.

Leveraged Firebase for user authentication, real-time database storage, and cloud functions to ensure scalability and secure data handling.

### Open-Board System

*JavaScript, Node.js, Express.js, Socket.IO*

Developed an interactive collaborative whiteboard application using JavaScript, Node.js, and Express.js for real-time collaboration and seamless user interaction.

Implemented Socket.IO to enable real-time synchronization of drawing actions, ensuring instant updates across all connected users.

Designed a responsive and intuitive user interface with features like drawing tools, color selection, and canvas clearing, providing a smooth and engaging user experience.

## CERTIFICATIONS

- Data Base Management System - NPTEL.
- AWS Academy Data Analytics - AWS
- AWS Academy Cloud Foundations - AWS
- JavaScript Fundamentals - Great Stack
- Frontend Developer - HackerRank