

Sagnik Chowdhury

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WORK EXPERIENCE

Skyline Properties

Frontend Developer (Freelance Project)

May 2025

Designed, developed, and deployed a fully responsive real estate consultancy website for Skyline Properties using Next.js, React, TypeScript, and Tailwind CSS, featuring optimized image handling, fast load times, and intuitive navigation across devices; followed best practices for scalable architecture and deployed seamlessly via Vercel.

PROJECTS

Rocket Adventures - A Unity Game [↗](#)

- Developed a 3D rocket navigation game in Unity using C#, featuring physics-based thrust and rotation controls.
- Implemented level progression, collision handling, and win/lose states through custom scripts.
- Integrated Cinemachine for smooth and dynamic camera movement.
- Added immersive particle effects and audio for thrusters, collisions, and landings.

P.L.A.T.E (Personalized learning and Assistance for Taste Enhancement) [↗](#)

- P.L.A.T.E, a full-stack AI-powered web app that recommends recipes based on available ingredients or user preferences.
- Implemented features like ingredient-based suggestions, recipe recommendation using Google Gemini
- Developed a Next.js 14 frontend with Tailwind CSS and Redux Toolkit, and a Node.js + Express backend connected to Supabase (PostgreSQL) and Redis.
- Integrated the Spoonacular API for real-world recipe data and used Docker for consistent local development.

Smart Playlist Mobile App [↗](#)

- Built a React Native app that uses Groq AI to generate music playlists based on user mood, genre, and descriptions.
- Integrated Spotify export, re-export, and export history tracking features.
- Optimized performance with list virtualization, image/data caching, and memoized components.
- Used TypeScript, Redux Toolkit, React Query, and Expo for scalable development.

Snake Game [↗](#)

- Created a modern Snake game using Python and Pygame, featuring frame-independent movement and smooth animations.
- Added dynamic visuals with gradient snake colors, custom sounds, and animated transitions.
- Built multiple difficulty levels with high score tracking and responsive WASD/Arrow key controls.
- Implemented pause/resume, restart, and menu navigation using pygame-menu.

EDUCATION

SRM University Delhi-NCR

Bachelor Of Technology (B. Tech) CSE

SKILLS

- **Languages:** Python, JavaScript, TypeScript, SQL, PostgreSQL, C#
- **Frameworks:** React Native, Next.js, Tailwind CSS, FastAPI, Node.js, Express.js,
- **Tools:** Git, GitHub, Docker, MongoDB, MySQL, Unity, Redux