Sagnik Chowdhury

Sagnikwork20@gmail.com | inLinkedIn | OGithub | ∞ Portfolio

WORK EXPERIENCE

Skyline Properties (Freelance)

Github

- Real estate property listing website with search functionality and responsive design

May 2025

Sunder Garments (Freelance)

Github

- Cross-platform e-commerce solution with mobile apps (Android/iOS) and web platform

May 2025

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.

Smart Playlist [2]

- Built a full-stack web application that uses GroqAI (llama-3.3-70b-versatile model) to generate personalized music playlists based on natural language prompts.
- Implemented secure authentication and data storage using Supabase with JWT-based authentication.
- Developed Restful API endpoints for playlist generation and audio analysis using node.js and Express.
- Used React 18, TypeScript, Vite, Tailwind CSS, React Query, and Framer Motion for the frontend with modern UI/UX

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