Sachin Baghel

Software Engineer

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Introduction

Results-driven software engineer with over 2 years of experience developing scalable web applications and internal tools. Proficient in Python, Django, and JavaScript with a proven track record of optimizing APIs, automating workflows, and enhancing user experiences. Adept at collaborating with cross-functional teams to drive innovation and efficiency.

Experience

Software Engineer

Gurugram

Volkswagen Group Technology Solutions India

August 2022 - Present

- Developed a web application from scratch using Django and the Django Rest Framework...
- Enhanced server API performance by significantly reducing request times through parallel processing using Celery and Redis.
- Utilized Git for version control, Managed project timelines and tasks using Jira and Confluence for project Management.
- Participated in a roadshow and developed interactive fun Games like Tic Tac Toe and snake game, where
 users controlled game play with Fingers gestures. Python and Computer Vision as back-end while JavaScript
 handled the front-end.
- Collaborated with team members to develop an innovative idea utilizing Power Apps and Power Automate.
- Developed internal tools and scripts in Python to automate repetitive tasks and improve team productivity.
- Promoted best coding practices and continuous learning within the team.
- Actively contributed to the Python community within the company.

Projects

HexMail

github/HexMail 🗹

- Developed a Discord bot that integrates Gmail accounts with Discord servers, enabling real-time notifications
- Implemented multiprocessing to connect the Pub/Sub model with the Discord API, enhancing notification delivery efficiency.
- Utilized key technologies including the Discord Python API, Google Cloud Platform (GCP), and the Gmail API to ensure robust performance.
- Designed the bot to support multiple Gmail accounts per Discord server, providing flexibility for users.

Endless Runner

github/EndlessRunner **∠**

- Created an endless runner game inspired by Subway Surfer, where players aim to collect as many coins as
 possible while navigating obstacles.
- Designed game play mechanics like increase game speed, variety of obstacles to make the game more challenging and engaging as players progress
- o Developed using Unreal Engine, utilizing Unreal Blueprints for game design and logic implementation.

Blog Website

github/Blog **∠**

- Developed a blog website where users can upload images, manage their own posts, and view all the posts from other users
- Uses HTML, CSS, Bootstrap, JS as Front-end.
- o Built the back-end using Django and Python, local sqlite3 database.

Other Projects

- o Multi-School Management System: A website that uses Python,Django,PostgreSQL to track Attendance and users information of everyone in School and able to handle multiple schools. Designed the front-end using HTML, CSS, Bootstrap, and JavaScript to create a user-friendly interface and utilized Python and Django for the back-end, with PostgreSQL as the database for efficient data storage. github/SchoolManagementSystem ∠.
- o File Share: File-sharing application that enables users to share large files over a hot-spot or local network. Utilized multiprocessing queues to enhance functionality and improve file transfer efficiency. Built using Python and Kivy, providing a user-friendly interface.github/FileShare

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- ∘ **Tic Tac Toe**: A CLI based tic tac toe game with PvP and AIvP modes. Uses Min-Max Algorithm with Alpha-Beta Pruning to play as AI. GitHub/TicTacToe 🗹

Technologies

Languages: Python, JavaScript, SQL, HTML, CSS

Frameworks/Technologies: Django, Django REST Framework, PostgreSQL, Power Automate, Power Apps, Tailwind, Bootstrap

Tools: Git, VS Code, Unreal Engine 5, DaVinci Resolve, Jira and Confluence

Education

Dr. A. P. J. Abdul Kalam Technical University, Lucknow Bachelor of Technology in Computer Science (B. Tech)	2018 - 2022
KDB Public School, Ghaziabad $Intermediate(10+2,12Th)$	2016 - 2018
Ingraham Institute English School, Ghaziabad $High\ School(10Th)$	2013 - 2014

Skills

• Communication Skills, Teamwork and Collaboration, Adaptability, Problem-Solving, Time Management, Leadership, Creativity and Innovation

Interests

o Cycling, Table Tennis, Badminton, Computer Gaming