

# Sanjay Bhaambhu

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## Projects

### CAPTAIN

FullStack, Django, PostgreSQL, React, Next, React Native, Python, Tailwind

An open-source learning app with Django Backend, NextJS front-end for staff, and React Native App for learners. Its an intelligent tutoring system that can be used to teach any subject while adapting the course to the learner. The system is made in such a way that no piece of knowledge needs to repeat.

### Responsive Portfolio

React, Next, TypeScript, Tailwind

My personal website/portfolio project. It is a Next JS project that utilizes TypeScript, Tailwind CSS and static export. It has responsive design. Feel free to use it and make your own portfolio with it.

### SHADES: Combat

C#, Unity3D, Realtime Multiplayer, Enemy AI, InAppPurchases, Google Play Services

A top down shooter game I made for the android platform. The game was an instant hit with over 1 million downloads and an average rating of 4.5/5 stars.

### Unity Ludo Framework

Unity3D, C#

An open-source Unity3D project for creating any type of Ludo game. Currently setup as a mobile-based 2D Ludo game with working AI. Can be easily extended to a 3D game or a completely different Ludo game if needed.

### phpWikiCMS

FullStack, PHP, MySQL

An open-source framework that helps create a wiki style page management system, supports tree-style relationships and their management and viewing.

## Work

### Senior Research Fellow @Chaudhary Devi Lal University

October 2018 – October 2022

- Taught Data Structures, Advanced Algorithms and Compiler Design classes to MTech and MCA.
- Published 4 Research Papers in Indexed Journals and Presented 3 Research Papers in International Conferences.
- Earned a PhD in Computer Science & Engineering for my work on Intelligent Tutoring Systems.

### Web Developer @OOPS InfoSolutions

September 2016 – October 2018

- Designed responsive websites and worked in php, MySQL, JavaScript, CSS, JQuery etc.
- Planning, prototyping and designing architectures of applications, and illustrations for clients.
- Meeting clients, understanding business needs and conceptualizing solutions.

## About Me

I am good at deeply understanding and adapting to new technologies quickly.

- I am an artist and I have an eye for good design. I am always reading on ways of improving the user experience.
- 6 International Research Publications and 3 International Conference Presentations.
- Qualified GATE, UGC NET with JRF, JEST, HTET, so I am good at pedagogy and explaining concepts to others.

## Skills

### Programming Languages

JavaScript (ES6), TypeScript, HTML, CSS, C++, Python, Java, PHP

### Libraries & Frameworks

Django, ReactJS, NextJS, Unity3D, TailwindCSS

### Tools & Platforms

Git, Railway, Heroku, Vercel, Prisma

## Education

### CDLU

2018 – 2022

PhD in Computer Science for the thesis titled "On Development of a Framework for a Mobile Based Intelligent Tutoring System".

### Kurukshetra University

2014 – 2017

MCA Computer Science – 70.71%

### Under Graduation

BSc CS (2014) – 80.72%

12th (Science) (2011) – 81.6%

10th (2009) – 81.6%