Sanjay Bhaambhu

✉ bhaambhu@gmail.com   📞 +91–8929299992   🏠 bhaambhu.com   ○ github.com/bhaambhu

Solo Projects

CAPTAIN [bhaambhu.com/captain]

Full Stack, Django, Next.js, React Native, PostgreSQL

An **open-source** learning app with **Django** backend, **NextJS** front-end for staff, and **React Native** app for learners. It's 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.

SHADES: Combat [bhaambhu.com/shades]

C#, Unity3D, Realtime Multiplayer, Enemy AI, Google Play Services, In–App–Purchases, Ads

A 3D shooter game for the android platform – **1.5M players**, **4.5/5 avg rating from 21K reviews**. The biggest learning was **real-time concurrency control** – managing multiple players that are accessing and manipulating the same resources, in both **peer-to-peer** (LAN) and **client-server** (Online Multiplayer) environments.

Responsive Portfolio [bhaambhu.com]

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 a **responsive design**. Feel free to use it and make your own portfolio with it.

Unity Ludo Framework [bhaambhu.com/unity–ludo]

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 [bhaambhu.com/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.

Education

Qualified GATE, UGC NET, JRF, JEST, HTET, 6 International Publications, 3 International Conferences.

2018 – 2022
Doctor of Philosophy (PhD) under UGC Fellowship - Computer Science and Engineering, CDLU.

2014 – 2017
M.C.A. - Kurukshetra University – **70.71%**

2011 – 2014
B.Sc. Computer Science – **80.72%**

School
12th Science – CBSE (2011) – **81.6%**
10th – CBSE (2009) – **81.6%**

Work Experience

Software Engineer @PPFAS AMC

February 2023 – Present

▷ Moved existing apps to TypeScript, lead a team of developers building new projects in React-Native, Remix.js, Next.js, etc., ensuring clean-code and robust systems.

▷ Established documentation standards for development, testing and releasing apps. Streamlined development processes.

▷ Effectively managed the end-to-end process of development, testing and releasing.

Senior Research Fellow @CDLU

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, worked in php, MySQL, JavaScript, CSS, JQuery, etc.

▷ Meeting clients, understanding business needs, planning, prototyping and designing architectures of applications, and illustrations for clients.

Skills

Front End

ReactJS, Redux, NextJS, RemixJS, React Native, HTML, CSS, TailwindCSS, Webpack, Material UI, Jekyll, Expo.

Back End

Django, REST APIs, ExpressJS (NodeJS), SQL, PostgreSQL, Supabase, Prisma, Heroku, Vercel, Railway.

Tools, Platforms & Concepts

AWS, Object Oriented Design, C, C#, Java, MVC, Git, Linux, Docker, Unity3D, Android Studio, Figma, Bootstrap.

About Me

I'm a workaholic software engineer with a flair for creating elegant solutions in the least amount of time. I am known among my peers for giving good attention to detail and I love making full-stack web and mobile apps with an unapologetically user-focused philosophy.

I'm looking forward to using my skills for an organization's growth, and building challenging products together.