

Sanjay Bhaambhu

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Solo Projects

CAPTAIN

Full Stack, 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. 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. [@bhaambhu.com/captain](https://bhaambhu.com/captain)

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. [@bhaambhu.com](https://bhaambhu.com)

SHADES: Combat

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

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. [@bhaambhu.com/shades](https://bhaambhu.com/shades)

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. [@bhaambhu.com/unity-ludo](https://bhaambhu.com/unity-ludo)

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.
[@bhaambhu.com/phpWikiCMS](https://bhaambhu.com/phpWikiCMS)

Work Experience

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.

Research Experience

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 at International Conferences.
- Earned a Ph.D. in Computer Science & Engineering for my work “On Development of a Framework for a Mobile Based Intelligent Tutoring System”.

About Me

Hard-working software engineer with a flair for creating elegant solutions in the least amount of time. Have developed several full-stack web and mobile apps with an unapologetically user-focused philosophy.

Looking forward to using my skills for an organization's growth, developing challenging products, and growing together.

Skills

Front End

React.js, Next.js, React Native, HTML5, CSS, TailwindCSS, Material UI, Jekyll.

Back End

Django, Rest APIs, NextJS (Node.js), SQL, PostgreSQL, Supabase, Prisma, Heroku, Vercel, Railway.

Programming Languages

Object Oriented Design, Python, JavaScript (ES6), TypeScript, C, C++, C#, Java, PHP, SQL, JSON, XML.

Tools & Platforms

Git, Linux, Docker, Unity3D, Android Studio, Adobe Creative Suite, Figma, Content Management Systems (CMS) like WordPress, Joomla, Bootstrap.

Education

Qualified GATE, UGC NET, JRF, JEST, HTET, 6 International Publications, 3 International Conferences – good at researching, teaching concepts to teams.

2018 – 2022

Doctor of Philosophy (PhD) under UGC Junior Research Fellowship - Computer Science and Engineering, CDLU

2014 – 2017

Masters in Computer Applications (MCA) Kurukshetra University – **70.71%**

2011 – 2014

B.Sc. Computer Science – **80.72%**

School

12th Science – CBSE (2011) – **81.6%**

10th – CBSE (2009) – **81.6%**