

# Sanjay Bhaambhu

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## Solo Projects

### CAPTAIN [bhaambhu.com/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 [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 **responsive design**. Feel free to use it and make your own portfolio with it.

### SHADES: Combat [bhaambhu.com/shades]

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.

### 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.

## Work Experience

### Software Engineer @PPFAS AMC

February 2023 – Present

- Moved existing apps to TypeScript, lead a team of developers in developing new apps 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 apps testing and releasing.

### Senior Research Fellow @Chaudhary Devi Lal University

October 2018 – October 2022

- Taught DSA, Advanced Algorithms and Compiler Design classes to MTech and MCA. Published 7 research articles and earned a PhD 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.

## 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 and developing challenging products and growing together.

## Skills

### Front End

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

### Back End

Django, Rest APIs, NextJS (NodeJS), 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 Apps, Figma, Content Management Systems, WordPress, Joomla, Bootstrap, Mac Systems.

## Education

Qualified GATE, UGC NET, JRF, JEST, HTET, 6 Int. Publications, 3 Int. Conferences – good at teaching concepts & researching.

### 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

12<sup>th</sup> Science – CBSE (2011) – **81.6%**  
10<sup>th</sup> – CBSE (2009) – **81.6%**