

Sanjay Bhaambhu

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Solo Projects

ScaleVote [bhaambhu.com/scalevote]

Java Spring Boot, Kafka, PostgreSQL, Hibernate

A minimal election conducting system I put up with **Spring Boot** for experimenting with scalability and real-time processing capabilities of **Apache Kafka**.

CAPTAIN [bhaambhu.com/captain]

Django (python), PostgreSQL, NextJS, React Native

An **open-source** learning app with a **Django** backend, **NextJS** front-end for staff, and a **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 (Concurrent), Enemy AI, Google Play Services, In-App-Purchases, Ads

A 3D top-down shooter game for the android platform – **1.5 million players**, **4.5-star 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.

phpWikiCMS [bhaambhu.com/phpWikiCMS]

PHP, MySQL

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

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.

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.

Education

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

2018 – 2022

Doctor of Philosophy (PhD) under UGC Fellowship in Computer Science and Engineering – CDLU.

2014 – 2017

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

2011 – 2014

B.Sc. Computer Science – **80.72%**

Work Experience

Software Engineer @PPFAS AMC

February 2023 – Present

- ▶ Upgraded existing APIs, optimized response structure, nomenclature and performance of various tasks, added support for multiple clients.
- ▶ 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 and streamlined processes for development, testing and releasing products.

Senior Research Fellow @CDLU

October 2018 – October 2022

- ▶ Researched on AI and Intelligent Tutoring Systems, built various advanced algorithms involving graphs & trees, curated datasets, trained ML models.
- ▶ Taught Data Structures, Advanced Algorithms and Compiler Design to classes of MTech and MCA.
- ▶ Published 4 Research Papers in Indexed Journals and Presented 3 Research Papers in International Conferences, earning a PhD.

Web Developer @OOPS InfoSolutions

September 2016 – October 2018

- ▶ Building full-stack web projects using php & MySQL, and android apps using Java and SQLite.
- ▶ Meeting clients, understanding business needs, planning, prototyping and designing architectures of applications, and illustrations for clients.

Skills

Back End

Java, Python, php, NodeJS (NextJS, RemixJS, Express), Django, Spring Boot, Kafka, REST APIs, PostgreSQL, MongoDB, Hibernate, Supabase, Prisma, Heroku, Vercel, Railway, Jekyll, Expo, AWS.

Front End

HTML, CSS, JavaScript, TypeScript, React Based Frameworks, React Native, TailwindCSS.

Tools & Concepts

Object Oriented Design, MVC, git, Docker, Linux, Unity3D, Android Studio, Figma.

About Me

I discovered my passion for software development in 2011 while building Android apps using Java.

Being a passionate software engineer with a PhD, I am always interested in writing high-performance clean-code that is easy to test and debug, and adapts well to scale.

I am known among my peers for my attention to detail, and building user-centric software.