PRANJAL LOKHANDE

Full Stack Developer

Toronto, ON, Canada

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SKILLS

Languages: PHP, C#, Javascript, C++, Python, HTML, CSS, Java

Technologies: AJAX, React, .NET, Node, Laravel, TypeScript

Tools: Git, Docker, Unity, Shopify, Wordpress

EXPERIENCE

Full Stack Developer

Numero Uno Web Solutions - Internship | PHP, LAMP, Wordpress | Nov 2024 - Present

- Engineered custom WordPress themes and plugins and created tailored functions and features.
- Developed a PHP-based CMS with secure user authentication and multi leveled admin system control for streamlined content and user management.
- Implemented a custom GUI for CSV import/export using PHP and AJAX to update database records.
- Designed and implemented RESTful APIs and custom endpoints for database operations.
- Debugged complex PHP and JavaScript code to resolve issues and improve application stability.
- Engaged in peer programming sessions and mentored developers to enhance team productivity.

Game Designer

Dancing Atoms | Unreal Engine 5, Prototyping | Nov 2023 - Feb 2024

- Led level and feature prototyping using Unreal Engine, iterating quickly within 3D environments.
- Designed core game systems, mechanics, and immersive narratives to enrich player experience.
- Built detailed Game Design Documents (GDD) and pitch decks, enhancing project focus.
- Coordinated world-building elements, adding depth and cohesion to the game universe.
- Applied rapid problem-solving techniques during prototyping to optimize gameplay.

Technical Game Designer

Epic Games - WCP, Training | Unreal Editor for Fortnite, Verse | Sep 2023- Oct 2023

- Designed and developed an immersive adventure in UEFN, exploring innovative 3D mechanics.
- Implemented new navigation systems, improving player interaction.
- Balanced creative and technical design challenges to create user-friendly gameplay.
- Collaborated effectively with the team to iterate quickly and refine features.
- Utilized Fortnite's toolset to craft engaging, exploration-driven experiences.

Level Designer

Black Banshee Studios, Internship | Unreal Engine 4, C++, Jira, Git | Mar 2020 - Feb 2021

- Designed key gameplay events using Blueprints, driving interactivity in a Steam-released title.
- Contributed to the development of multiplayer systems using C++, improving technical performance and player engagement.
- Created environment prototypes to enhance visual design and gameplay depth.
- Collaborated on level design, optimizing levels for both aesthetics and functionality.
- Demonstrated a strong understanding of Unreal Engine's technical systems to boost team efficiency.

RELEVANT PROJECTS

[Syncreo - A Freelancing App](#)

Full Stack | MERN, Stripe API | Sep 2023 - Oct 2023

- Developed Syncreo, a full-stack freelancing platform using MERN stack.
- Implemented RESTful API with Node.js and Express for efficient client-server communication and data management.
- Designed and integrated MongoDB database for storing user profiles, job listings, and application data.
- Created responsive and intuitive React-based frontend, enabling seamless job posting, application, and user interactions.
- Successfully deployed the application on Heroku, demonstrating proficiency in cloud deployment and application lifecycle management.

[Modelxyz](#)

Full Stack | Node, Express, React, Docker | Jul 2024 - Aug 2024

- Built a WebGL-based 3D model viewer web app using React, Three.js, and custom server-side logic.
- Engineered secure file upload and storage system for .glb 3D model files, utilizing RESTful APIs.
- Designed and implemented responsive UI with gallery view and interactive 3D model display.
- Leveraged React Three Fiber to create immersive 3D interactions including rotation, zoom, and pan.
- Resolved complex technical issues in CORS and API routing to ensure seamless front-end and back-end integration.

[Astronomy in Books](#)

Full Stack | Node, React, Google Books API, NASA API | Jun 2024 - Jul 2024

- Built full-stack educational app integrating Google Books and NASA APIs using React, Node.js, and Express.
- Crafted responsive UI with React and Pug, enhancing user experience for astronomy literature exploration.
- Engineered efficient backend for seamless data synchronization between multiple external APIs.
- Implemented server-side logic for API request handling and data processing using Node.js.
- Deployed application on Vercel and managed version control with Git, demonstrating modern DevOps practices.

[Forecast-a-Spell](#)

Vanilla JavaScript, HTML, CSS, WeatherAPI, OpenAI API | May 2024 - Jun 2024

- Developed a web-based weather forecasting application with a humorous twist, demonstrating full-stack development skills.
- Integrated WeatherAPI and OpenAI API to generate accurate, AI-enhanced weather forecasts.
- Implemented efficient API request handling, processing numerous calls daily while maintaining system performance.
- Optimized application responsiveness and load times, enhancing overall user experience.
- Created an interactive user interface using HTML, CSS, and JavaScript

[Task Tales](#)

Angular, Typescript | Aug 2024

- Built a full-stack task management app using Angular, TypeScript, and Node.js with Express.
- Implemented RESTful API for efficient client-server communication and data management.
- Designed MongoDB database schema for optimal task and user data storage.
- Developed a secure user authentication and authorization system.
- Created responsive UI with Angular, enabling intuitive task creation, editing, and deletion.

[Pokemon Unite Build Tracker](#)

Tool Programming | C#, MVC, .NET | Sep 2024 - Oct 2024

- Implemented MVVM architecture in C# for a game-related application for UI data binding.
- Built ViewModels and Controllers for data handling in a game build tracker utilizing RESTful APIs.
- Designed and integrated relational operations using Entity Framework and ASP.NET Core which helped with efficient game data management.
- Used LINQ for data querying and manipulation, created dynamic UI components in game build creation and stat calculation features.
- Applied asynchronous/await patterns in C# for responsive game build creation features.

EDUCATION

Humber College, Toronto, Canada

Post-Graduate Diploma in Web Development | Jan 2024 - Dec 2024

Full Sail University, Orlando, USA

Master of Science in Video Game Design | Oct 2019 - Feb 2021

Rai University, Ahmedabad, India

Bachelor of Technology in Computer Science and Engineering | Aug 2015 - May 2019