**Sachin**

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**EDUCATION**

* **Lovely Professional University** Punjab, India

Master Of Computer Application GPA: 8.83

* **Panjab University** Chandigarh, India

Bachelor of Computer Application Percentage: 71%

* **Kendriya Vidyalaya 3BRD** Chandigarh, India

Intermediate Percentage: 85%

**SKILLS**

* **Languages:** C++ | Python | Java | Kotlin
* **Frameworks:** ReactJs | Flask | AndroidSDK
* **Tools/Platforms:** Git | Github | XAMPP | CI/CD
* **Databases:** MySql | SqlServer
* **Fundamentals:** OOP | Operating Systems | DBMS | Computer Networks

**PROJECTS**

* [**TrackAll**](https://github.com/kraonix/TrackAll) **| Android, Kotlin, XML** May 2025 – Present
  + Built a calendar-based expense tracker with a dynamic week-view layout for daily expense visualization.
  + Integrated Room Database with LiveData for **real-time filtering**, reducing query response time by **~40%** compared to static lists.
  + Developed core expense operations (add, edit, delete) with RecyclerView and Material Design UI.
  + Enhanced app performance and maintainability through modular MVVM architecture.
* [**InkWiz**](https://github.com/kraonix/InkWiz) **| Python, Flask, HTML/CSS/JS** Jul 2025 – Aug 2025
  + Built a full-stack web app for OCR and grammar correction with **95%+ accuracy** using Google Gemini API.
  + Implemented Flask backend for **image uploads and text processing** in English and Hindi.
  + Designed a responsive single-page frontend with drag-and-drop uploads and **query history** via local storage.
  + Deployed on Render with **CI/CD via GitHub**.
* [**FlapFlap**](https://github.com/kraonix/FlapFlap) **| Unity Engine, C#** May 2024 – Jun 2024
  + Recreated the viral mobile game *Flappy Bird* using Unity’s 2D physics and rendering pipeline.
  + Scripted player controls, procedural obstacle generation, scoring, and collision-based game-over logic in C#.
  + Implemented a complete game loop with start, gameplay, and game-over states for seamless play.
  + Built and compiled the project into a standalone **Windows .exe** for distribution.
* [**BookBounty**](https://github.com/kraonix/BookBounty) **| PHP, SQL, JavaScript, HTML/CSS** Feb 2024 – May 2024
  + Built a **role-based book portal** with author, reader, and admin modules.
  + Developed a **modular PHP/SQL backend**, cutting manual admin effort by **~30%**.
  + Added **asynchronous JS updates**, improving content load speed by **~25%**.
  + Designed a **responsive UI**, achieving **~95% mobile usability** across devices.

**CERTIFICATES**

* [🔗](https://www.coursera.org/account/accomplishments/verify/119OSMGDODOV)Build Your First Android App – Coursera August 2025
* [🔗](https://courses.cognitiveclass.ai/certificates/37b3b7b03fad49cea6206619aeb8cddc)Python 101 For Data Science – Cognitive Class August 2025
* [🔗](https://www.geeksforgeeks.org/certificate/13d50171861e0eba0e4d46217639c5b7)C++ with DSA –GeeksForGeeks July 2025
* [🔗](https://www.hackerrank.com/certificates/569b111ce0b0)Java(Basic) –HackerRank July 2025

**ACHIEVEMENTS**

* Finalist at Code-a-Haunt, a state-level inter-university hackathon by CodingBlocks LPU.
* Recognized on Dean’s List for consistent academic performance (MCA)

**CODING PROFILE**

* [LeetCode](https://leetcode.com/u/Kraonix/)
  + 220+ Questions Solved