Sujal Choudhari

8408873439 | hello@sujal.xyz | sujal.xyz | linkedin.com/in/sujalchoudhari | github.com/SujalChoudhari

Career Objective

To leverage my knowledge and experience in software development, project planning, and technical solutions to contribute to impactful projects at Microsoft, helping businesses and customers achieve their goals through innovative technology solutions.

Education

Bachelor of Technology in Information Technology (9.07/10 CGPA) — 2022 - 2026
Dwarkadas J. Sanghvi College of Engineering — *Mumbai, India*

Internship (Experience)

Backend Developer Intern — March 2023 - Present
Genoshi Technologies LLC — *Remote*
- Engineered a high-performance Python back-end for an AI-based financial accounting solution, coordinating technical implementations with business objectives.
- Collaborated with cross-functional teams and stakeholders to gather requirements, ensuring the back-end met customer needs and contributing to a 5x increase in software.
- Implemented agile methodologies to adapt to changing project requirements, resulting in on-time delivery of key features.

Game Developer — Jan 2020 - Present
Independent Developer — *Remote*
- Developed and launched several games, accumulating over 6,000 total plays and maintaining an average user rating of 4.5/5.
- Learned about Intellectual Property (IP) for these games, ensuring proper licensing and protection of art and code.
- Applied agile development practices, collaborating with alpha and beta testers to iteratively improve game quality and user experience.

Achievements

- Led teams to victory in 5 hackathons, including **SIH23** and **100x GenAI Buildathon**, demonstrating strong leadership and problem-solving skills in high-pressure environments.
- Contributed to and maintained open-source projects as a HacktoberFest23 Maintainer.
- Published **9 software packages** with over 2,000 cumulative downloads, contributing to the open-source community and demonstrating ability to create widely-adopted solutions.
- **Authored 5 books** on coding topics, sharing knowledge and establishing thought leadership in the programming community.

Skills

Programming Languages: Python, JavaScript, Scala, C, C++, TypeScript, Java, Dart, Rust, Solidity
Frameworks: Flask, FastAPI, Django, React, Next.js, Flutter, Unity, Godot
Testing, AI, and DevOps: Jest, Unittest, Tracebook, Git, GitHub, CI/CD pipelines
Databases and Cloud: MySQL, MongoDB, Oracle, Supabase, Firebase, Coolify, Heroku, Microsoft Azure, Amazon Web Services
Soft Skills: Time Management, Leadership, Adaptability, Problem Solving, Customer Relationship Management

Projects

Coda | *Coda, VSCode Extension, Wiki* — Custom Turing Complete Language
- Created and maintained a custom programming language, focusing on scalability, maintainability, and open-source collaboration.
- Led a open-source community with 4 other contributors, leveraging teamwork and collaboration to drive project success.

Neptune.js | *JavaScript ES6, Web Technologies* — Custom Game Engine
- Developed a scalable game engine with an emphasis on performance and user experience, aligning technical outcomes with user requirements.
- Implemented advanced features, contributing to the adoption of innovative web-based game solutions.

Tracebook | *Python, Data Visualisation* — Error Tracker and Book-keeping tool
- Developed a Python-based tool for visualizing software performance and stack traces, improving debugging efficiency by 40% for development teams.
- Gathered and incorporated user feedback to continuously improve the tool, resulting in a 90% satisfaction rate among active users