

Suraj Kumar

(from planet C-53)

Currently Pursuing Bachelor's in Computer Application(3rd Year)



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Achievements

- Google Summer of Code 2022

Skills

- Programming Languages :
 - . C++ , Python , Java
 - . HTML, CSS , JavaScript
- Libraries & technologies :
 - . NodeJS , ExpressJS
 - . MongoDB , dynamoDB, SQL , ElasticSearch
 - . Bootstrap , MaterialUI
 - . ReactJS , Redux
 - . Few other minor libraries in JS, Python and C++.
- SaaS, AaaS
 - . Heroku , Netlify , AWS
 - GitHub

Projects

Few personal Project done in free time :

[Click Here](#)

Interests

- Block chain
- Problem Solving
- AR , VR

Languages : English , Hindi , Telugu

About

Always fascinated by 0's and 1's, I keep learning new things. I am a quick learner and love to work with a team.

Experience

Sarvh (Web Dev Team Lead)(Sept 2021 – Jan 2022):

(HTML , CSS , JavaScript, ReactJS, Redux, Nodejs, ExpressJS, MongoDB, dynamoDB, ElasticSearch and few libraries)

- Started out as a front-end intern.
- I used my team Management and code Maintenance skills (gained by contributing to open source) to make the coding process structured and increase team efficiency by planning and managing the tasks.
- My always learning and problem solving abilities got me an offer as full stack developer team lead in Sarvh which I accepted.

GameRank (Full Stack Developer)(Feb 2022 – Present):

(HTML , CSS , JavaScript, ReactJS, Redux, Nodejs, ExpressJS, MongoDB, Redis, and few libraries)

- Scalability and security were the two most important things for GameRank because the CEO is planning to aggressively market the product once ready.
- My main focus when coding every feature or tackling every problem was to make sure that server has less load and database can be easily scalable and is fast. Learned a lot about how to code a easily scalable application.
- Learned a lot about content distribution and ranking algorithms for content, came up with few new approaches to absurd features and to tackle inactive users and save storage .
- Currently working on NFT technology to give user an option to convert his uploaded post into NFT in Ethereum block chain.

Open Source

Shaka Player(Open Source)(Feb 2021 - present):

(HTML , CSS , JavaScript , Video Streaming Technology)

- Amazed by how HLS(http live streaming) works under the hood, I wanted to learn more about video streaming so joined ShakaPlayer to read more about video streaming tech.
- Contributed to a lot issues related to project not working on windows OS and also on issues with UI while operating the video controls.
- Also added few new features, currently have a PR under review for a feature to seek video on double tap on mobile and double click on PC.
- [Click here](#) to view all my contributions to ShakaPlayer

Sugar Labs(Open Source)(April 2022 – Present):

(JavaScript, Typescript)(as a part of Google Summer of Code

- I was inspired into coding by a software called. Our school taught us LOGO language in school and that got me interested into computers. The recent project of SugarLabs called MusicBlocksV4 was doing something similar to LOGO for educating students and I couldn't resist myself from being a part of this project .
- I applied for GSoC 2022 with sugar labs for a project name "code Editor". In this I have to code a very powerful web code editor from scratch which supports the custom block based programming language made by MusicBlocksv4 meant for kids.