TUSHAR KUMAR MEENA

Najafgarh, Delhi

EDUCATION

Ganga Institute of Technology and Management

Nov. 2020 - Present

B.Tech. Computer Science and Engineering

Jhajjar, Haryana

TECHNICAL SKILLS

Languages: JavaScript, Java, Python, HTML, CSS

Technologies/Frameworks: React.JS, Redux, React-Router-Dom, Tailwind CSS, Firebase

Developer Tools: Git & GitHub, Vite, Parcel, VS Code

PROJECTS

Namaste-YouTube 🗗 / React.js, Redux Toolkit, React-Router-Dom, Tailwind CSS

- Built a Video platform with React.js & Redux Toolkit, leveraging YouTube APIs for videos, search suggestions, shorts, and comments.
- Implemented **debounced search** with **caching**, reducing API calls by **60%** and improving performance.
- Implemented interactive features like Infinite scroll, live chat demo, Real comments from Video for enhanced user experience.
- · SLive / GitHub

NetflixGPT ☑ / Firebase, React.js, Redux Toolkit, Gemini API

- Developed an entertainment application utilizing the TMDB API to deliver a dynamic movie exploration experience.
- Built Al-powered movie recommender with Google Gemini & TMDB for personalized suggestions and rich UI [Go to GPTSearch Page].
- Enhanced GPT search page with multilingual capabilities (English, Hindi, Japanese, Spanish). More Languages can be added in future [Go to GPTSearch Page].
- Built user authentication system with SignUp & LogIn for secure access and personalized app experience.
- Crafted visually stunning, dynamic & responsive UI using Tailwind CSS, enabling seamless navigation.
- · S Live / GitHub

Quick-Bite / React.js, Routing, Redux, Tailwind, API

- Built real-time restaurant discovery app using Swiggy's live API for nearby options.
- Optimized app performance with lazy loading (3 seconds load time) for a smooth user experience.
- Built dynamic **shopping cart** with Redux Toolkit for seamless item addition and removal.
- Implemented in-app network indicator that indicates offline & online status of the app and error handling for offline scenarios.
- · SLive / GitHub

Snake-Game ☑ / JavaScript, SetInterval & ClearInterval, HTML, CSS

- Developed a functional Snake game using JavaScript, demonstrating proficiency in DOM manipulation, event handling, & game logic implementation.
- Implemented an adaptive difficulty feature that dynamically adjusts the game speed using the set Interval based on the snake's length. Creating a more challenging and engaging experience for the player.
- Implemented a feature that keeps track of the score and high score for an enhanced player experience.
- · & Live / GitHub

Training

NamasteDev.com 🗹

01 April, 2024 - Present

Front-end Developer

- Deepened understanding of JavaScript and asynchronous programming through a project-based learning approach.
- Mastered React.js, Redux-Toolkit, and Tailwind CSS by tackling challenging projects demanding practical application.