TUSHAR

Software Developer

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○ Profiles ○

in TUSHAR .

○ tushar-03

○ Skills ○

Worked On -

JavaScript, TypeScript, C#, Next js, React Js, Node js, Express js

Familiar

CSS, HTML, Mongo DB, MySQL, C++, Data Structures and Algorithm

○ Interests ○

Software developement

Programming

Web Development

Experience

GamixLabs
Software Developer
Noida Sec-63 ,Uttar Pradesh
May 2023 - Present

- Developed software applications for various platforms including web, mobile, and desktop.
- Utilized JavaScript, TypeScript, and C# to create robust and scalable software solutions.
- Engineered a mobile application that achieved a 4.5-star rating on major app stores, resulting in over 3,500 downloads within the first quarter, significantly enhancing brand visibility and user engagement.
- Collaborated with cross-functional teams to ensure seamless integration of application features.
- Conducted thorough testing and debugging to deliver high-quality, bug-free software.
- Researched and integrated three innovative technologies into the software development lifecycle, optimizing workflows and increasing development speed by 20%; tools are now utilized by a team of 10 developers across multiple projects.

Education

Maharishi Dayanand University
Bachelor of Technology
Computer Science Engineering
(2019 - 2023)

Gyan Mandir Public School
Computer Science
Non Medical
2018 - 2019

Projects

Keno Casino Game

- **Description**: Created a real-time multiplayer Keno game application using Next.js and Socket.IO.
- **Technologies Used**: Next.js, Socket.IO, JavaScript, Node.js, Tailwind CSS
- **Responsibilities**:
  - Designed and implemented the frontend using Next.js to provide a responsive and interactive user interface.
  - Utilized Socket.IO to enable real-time communication between players for a seamless multiplayer experience.
  - Developed server-side logic to handle game state management and player interactions.

Multiplayer Chess Game

- Responsibilities -
- Developed a real-time multiplayer chess game with React for the frontend and Node.js for the backend.
- Implemented WebSocket servers to manage real-time interactions between players, ensuring a smooth and low-latency gaming experience.