Sanchit Bhadgal

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EDUCATION

B.E. Computer Science and Engineering, Thapar University CGPA: 8.58

CBSE Class XII, J.P. ACADEMY Percentage: 93.66%

CBSE Class X, J.P. Academy CGPA: 10.00

WORK EXPERIENCE

MYHQ BY ANAROCK | SDE

- Built tools for internal operational teams, workspace owners, and corporate users.
- Developed features to improve website SEO and enable efficient management of workspace, payments, users, and other entities.
- Successfully deployed SonarQube across the organization, reducing software bugs by 5
- Actively learning and implementing new technologies such as Webpack, RTK Query, Micro Frontend, React, and Angular.

FORTY4HZ | FRONTEND DEVELOPER INTERN

- Implemented **user-friendly UI/UX** for the platform using React, enhancing the overall user experience.
- Developed and implemented an Interactive Walk Through (Guide) feature, providing users with a seamless onboarding experience.
- Integrated and managed complex **APIs using Hooks and the Flux Pattern**, ensuring smooth data flow and efficient application performance.
- Thrived in a dynamic startup environment, collaborating effectively within a team to deliver results.

PRIXLED | REACTJS DEVELOPER INTERN

- Led the development of the **Beta Version** of the company's web application.
- Implemented an interactive and intuitive drag-and-drop text editor using **GrapesJS**, enhancing content creation capabilities.
- Served as the Intern Representative, successfully managing the project and leading the front-end team.

PROJECTS

PROSHOP 🖓 🗘

- React, Redux, MUI, NodeJS, ExpressJS, MongoDB, PayPal
- Developed a MERN-stack e-commerce store with integrated payment gateway for seamless online transactions.
- Implemented Express server for secure payments using PayPal, ensuring reliable and protected transaction processing.
- Incorporated **JWT**-based user authentication and authorization for enhanced security.

ASYNC TIC TAC TOE C O

- Developed a real-time multiplayer tic-tac-toe game using React, Express, and Socket.io technologies.
- Implemented a scalable Node.js server using Socket.io to facilitate asynchronous multiplayer gameplay.
- Enabled multiple players to play simultaneously in a dynamic and engaging gaming environment.

SKILLS

Languages: C++, JavaScript, TypeScript, Python(Basic), HTML/CSS Libraries And Framework: React, React Native, Redux, Nodejs, Expressjs, Socket.IO, Angular(Just Started) Tools And Platforms: Git, Firebase, Heroku, Postman, Linux

ReactJS, NodeJS, Socket.IO

Remote | Feb 2022 – May 2022

Remote | April 2021 - June 2021

Patiala, Punjab | 2019-2023

Meerut, Uttar Pradesh | 2019

Meerut, Uttar Pradesh | 2017

Bangalore | JAN 2023 - On Going