

Anuj Dharurkar

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EDUCATION

SBPCOE

Bachelor of Engineering in Computer Engineering (SGPA 8.35)

Pune, MH

Dec 2020 – June 2024

NR Jr. College

10+2 PCM (Percentage 83.54)

Pune, MH

June 2018 – Mar 2020

TECHNICAL SKILLS

Languages: Java, Kotlin, SQL, Python, JavaScript, TypeScript, HTML, CSS

Frameworks: React, Next.js, Spring Boot

Databases: MongoDB, MySQL

App Architectures: MVVM, MVC

Libraries: Redux, Tailwind, Prisma, NextAuth, RoomDB, ExoPlayer

Developer Tools: Android Studio, VS Code, Firebase Console, IntelliJ, RedisInsight

EXPERIENCE

Android Development Intern

MenDoFeel

Feb 2023 — Apr 2023

Remote

- Orchestrated the creation of multiple screens for the Jobs section, employing the MVVM architecture to optimize data flow within components, ensuring a fluid user experience and efficient navigation.
- Enhanced the Skills screen functionality by mandating at least one skill and refining skill item design, resulting in an improved user interface and streamlined interaction.
- Utilized Retrofit for seamless integration with REST APIs and the WorkManager library for automated score checks, ensuring data accuracy and timely updates, while prioritizing user engagement and convenience.

PROJECTS

Leave Management System | React.js, SpringBoot, JWT

April 2024 – April 2024

- Developed frontend interface for a Leave Management System using React, Vite, and Tailwind CSS, ensuring seamless user experience and accessibility across devices.
- Implemented backend functionalities in Java with Spring Boot, incorporating JWT token authentication and MySQL database management for efficient handling of employee data.
- Utilized Firebase Storage integration for image uploads, enhancing the system's functionality.

Exploding Kittens | React.js, Redux, Go, Redis

Feb 2024 – Feb 2024

- Created an online single-player card game with React, Redux, Golang, and Redis, incorporating essential game mechanics like card drawing and win/lose conditions for an immersive gaming experience.
- Implemented game state management and leaderboard tracking using Golang's RESTful API endpoints and Redis for data storage, ensuring smooth gameplay and facilitating player engagement.

GatePYQ | Next.js, MongoDB, NextAuth

Jan 2024 – Jan 2024

- Developed GatePYQ, a responsive full-stack web application utilizing Next.js and TypeScript, ensuring a seamless GATE exam preparation experience through its modern UI.
- Employed MongoDB and Prisma for efficient data storage and management, enhancing the scalability and performance of the application.

Hospital Management App | Android, Firebase

Dec 2023 – Dec 2023

- Utilized Firebase to effectively manage and maintain the user database, ensuring streamlined user access and authentication.
- Implemented a critical feature allowing patients to send emergency notifications directly to their assigned doctors via fcm.

Thunder | Android

Aug 2022 – Feb 2023

- Developed an Android application resembling a streaming service/Plex, serving media from Google Drive index with comprehensive metadata, enhancing user experience and accessibility.
- Garnered over 330 stars and exceeded 9000 downloads on GitHub, reflecting widespread adoption and recognition within the developer community.