

Sujal Choudhari

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Career Objectives

To apply my programming skills in finance automation sector, while learning more about financial technology and investment management in your company.

Education

Bachelor of Technology in Information Technology (9.07/10 CGPA)

Dwarkadas J. Sanghvi College of Engineering

2022 - 2026

Mumbai, India

Skills

Programming Languages: Java, Python, JavaScript, SQL, TypeScript, C++, Scala

Frameworks & Technologies: ReactJs, NodeJs, Flask, FastAPI

Cloud & DevOps: CI/CD pipelines, Git, GitHub, AWS, Microsoft Azure, Heroku

Databases: MySQL, MongoDB, Oracle, Supabase, Firebase

Professional Experience

Backend Developer Intern

March 2023 - Present

Genoshi Technologies LLC

Remote

- Engineered a high-performance Python back-end for an AI-based financial firm, coordinating technical implementations with business objectives.
- Applied Generative AI in the solution for data retrieval and summarising on decades worth of information, improving the productivity of the users.
- Implemented agile methodologies to adapt to changing project requirements, resulting in on-time delivery of key features.
- Developed secure coding practices for handling sensitive financial information, using triple secure solutions, ensuring data integrity and compliance.

Game Developer

Jan 2020 - Present

Independent Developer

Remote

- Developed and launched several games, accumulating over 6,000 total plays without any advertising and maintaining an average user rating of 4.5/5.
- Applied agile development practices, collaborating with alpha and beta testers to iteratively improve game quality and user experience.

Projects

Coda | *Coda, VSCode Extension, Wiki*

Custom Turing Complete Language

- Created and maintained a custom programming language, focusing on scalability, maintainability, and open-source collaboration.
- Led a open-source community with 4 other contributors, leveraging teamwork and collaboration to drive project success.

Neptune.js | *JavaScript ES6, Web Technologies*

Custom Game Engine

- Developed a scalable game engine with an emphasis on performance and user experience, aligning technical outcomes with user requirements.
- Implemented advanced features, contributing to the adoption of innovative web-based game solutions.

Tracebook | *Python, Data Visualization*

Error Tracker and Book-keeping tool

- Developed a Python-based tool for visualizing software performance and stack traces, improving debugging efficiency by 40% for development teams.
- Implemented data analytics features to provide insights on error patterns and system performance trends.

Achievements

- Led teams to victory in 5 hackathons, including national level hackathons like **SIH23** and **100x GenAI Buildathon**, demonstrating strong leadership and problem-solving skills in high-pressure environments.
- Contributed to and maintained open-source projects as a HacktoberFest23 Maintainer, collaborating with global developers.
- Published **9 software packages** with over 2,000 cumulative downloads, contributing to the open-source community and demonstrating ability to create widely-adopted solutions.
- **Authored 5 books** on coding topics, including one related to coding principles and writing better code, establishing thought leadership in the programming community.