Subhankar Sarkar

Full Stack Developer

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Summary

Full Stack Developer with Approaching 2 years of experience in designing and developing scalable web applications using React.js, Redux, Node.js, and modern frameworks. Adept at building intuitive, high-performance user interfaces while ensuring robust backend functionality. Proven ability to enhance workflows, optimize performance, and deliver high-quality solutions on time. Passionate about creating seamless user experiences through efficient frontend and backend development, ensuring responsiveness, security, and scalability.

Education

Full-Stack Web Development (MERN) — Bengaluru, Karnataka
Masai School — November 2021- June 2022
Graduation(B.A) — Kolkata, west Bangal
Netaji Subhas Open University — June 2018 - June 2021

Technical Skills

JavaScript, TypeScript, HTML5, CSS, SQL, React.js, Next.js, Redux, Tailwind CSS, Chakra-UI, Material-UI, shadcn/ui, Node.js, Express.js, MongoDB, MySQL, Cypress, Jest, Amazon Web Services (AWS), Hostinger, Git, VS Code, Figma, Bitbucket, Jira, Data Structures and Algorithms.

Experience

FULL-STACK Developer | Abhiwan Technology — Delhi, india | June 2024 - Present

- Developed and optimized online multiplayer casino games using the MERN stack, ensuring high performance and responsiveness.
- Collaborated with cross-functional teams to deliver a seamless gaming experience, integrating both frontend and backend solutions.
- Engineered and maintained clean, modular, and scalable code, enhancing system reliability and efficiency.
- Conducted thorough code reviews, identified performance bottlenecks, and implemented optimizations to improve scalability and responsiveness.

Full Stack Developer | Masai School — Bangalore, India | Fab. 2023 - Fab. 2024

- Designed and implemented 250+ MERN stack mini projects and applications for a competitive programming platform, integrating end-to-end testing with Cypress and React Testing Library (RTL), reducing manual solution verification by 90% and lowering operational costs.
- Enhanced API testing processes by automating workflows using Cypress and Jest, improving efficiency by 40% and ensuring platform stability.
- Developed 50+ tailored interview assessment guides and 450+ interview preparation problems, significantly enhancing candidate readiness and driving higher platform engagement.

Projects

Teenpatti casino card game | React, JavaScript, Socket.io, Node.js, Express, MongoDB, Redis — Link

- Developed and integrated a high-performance Teen Patti game into the main website, enabling seamless real-time betting with a shameless user experience. Engineered two dynamic gameplay modes:
- Quick Play – Instantly join and compete with players worldwide.
- Private Play – Create custom rooms and invite friends for an exclusive gaming session.
- Leveraged Socket.io for real-time multiplayer interactions and Redis for ultra-low-latency data processing, ensuring a fast and immersive gaming experience.
- Built a scalable backend with Node.js, Express, and MongoDB, seamlessly handling concurrent users and betting transactions.

FULLSTACK PHASER JS GAME(Barrel shooting) | JavaScript, React JS, Phaser.Js, MongoDB, Express, Node JS — Link

- Barrel Shoot is a thrilling 2D shooting game built with React and Phaser.js, featuring dynamic gameplay mechanics and a strategic betting system.
- Developed a wallet-based betting system, allowing players to wager in-game currency for added excitement.
- Engineered a dynamic difficulty adjustment system that automatically scales based on player performance—increasing difficulty when more players win and reducing challenges when fewer succeed.
- Designed a progressive level system, ensuring a constantly evolving and engaging gameplay experience.
- Implemented a comprehensive admin control panel to monitor game states, player statistics, and difficulty adjustments in real time.
- Optimized backend support to manage player progress, transactions, and game data securely and efficiently.