Sofikul sk

Westbengal india | [redacted] | [redacted] | [redacted] | github.com/sofikulsk02

Full Stack Developer and AI enthusiast pursuing a BS in Data Science AI at IIT Guwahati. Skilled in React, Node.js, MongoDB, and building scalable fullstack applications. Passionate about backend systems, Generative AI, and competitive programming. Actively building real-world projects that solve meaningful problems.

Education

Indian institute of technology Guwahati ongoing

- GPA: 7
- **Coursework:** BS in DataScience and AI

Experience

Freelance Full Stack Developer – Remote Mar 2025 – Present

- Built and deployed **thefoxmedia.in**, a platform that connects content creators with brands for seamless collaborations
- Implemented using React.js, Framer Motion, and EmailJS; deployed on GoDaddy/Hostinger with full SSL integration
- Provides creators with career guidance, growth paths, and a network-driven ecosystem to elevate their brand value

Full Stack Developer, soma.campus – College Project Jan 2025 – Present

- Developed an internal LMS platform with student tracking, smart attendance, and performance dashboards
- Implemented role-based access for students, faculty, and admin with dynamic content visibility
- Integrated code contest hosting,and subject-wise resource management

Projects

CodeVerse – Smart LMS Platform github.com/sofikulsk02/CodeVerse

- Full-featured LMS with roles for students, teachers, admins, and academic coordinators
- Includes code contests, assignment evaluation, and subject-based content upload

Smart Chat History Search Engine

github.com/sofikulsk02/SmartChatHistory

- Built a C++ backend with an inverted index and REST API using `httplib.h` and `nlohmann::json`
- Connected to a React + Tailwind frontend deployed on Vercel; backend hosted via Docker on Render
- Enables fast chat search with case-insensitive, punctuation-free string matching and live highlighting

Space Invader Game Personal Project

- Developed a fun and interactive 2D space invader game using vanilla JavaScript and HTML5 Canvas
- Implemented animations, enemy AI, player controls, and scoring logic
- Designed visually engaging explosions and motion effects for an immersive arcade experience

Skills

Languages: C++, JavaScript, Python, SQL

Frontend: React.js, Tailwind CSS, Framer,Canva

Backend: Node.js, Express.js, MongoDB, REST APIs

Tools: Git, GitHub,Render,Vercel,Figma