

HOBBY-HIRE A HYBRID JOB RECOMMENDATION SYSTEM BASED ON HOBBIES AND SKILLS

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Abstract— Hobby- Hire is a cold-blooded job recommendation system designed to connect druggies with both hobbyhorse grounded and career grounded work openings. The system works through two resemblant matching styles. The first system focuses on pursuits and helps druggies find passion acquainted jobs like freelance systems and creative gigs. The alternate system focuses on specialized or academic chops and suggests externships and full time places. The platform removes non meaningful pursuits and accepts only valid pursuits and chops. It uses real time emblem updates, token prices and an active stoner recognition system. The frontend of Hobby- Hire is made using React and TypeScript and the data is managed with API integrations and database connections. The main end of this system is to bring two different types of job searching styles into one simple platform. hobbyhorse- Hire supports druggies from creative fields, gaming fields and professional diligence. This paper explains the armature, methodology, working process and results of the system.

Index Terms—mongrel job recommendation, pursuits, chops, dual matching system, freelance jobs, career jobs, stoner profiling, token prices, emblem system, web operation, job hunt platform, creative jobs, specialized jobs, real time updates, API integration.

I. INTRODUCTION

The job hunt process typically depends only on qualifications, chops and once work experience. numerous doors and systems ignore pursuits indeed however pursuits can induce income. moment, people earn from gaming, photography, editing, content creation, art, social media and design. These fields are not always included in traditional job doors, so druggies miss numerous earning chances related to their pursuits. hobbyhorse-Hire solves this gap by combining both types of openings. It can recommend creative freelance work and specialized jobs in the same place. The system accepts at least one hobbyhorse or one skill from the stoner. If druggies type pursuits that have no earning eventuality, the system shows “ no job set up ”,

which keeps the experience honest and practical. The interface of Hobby- Hire is erected using Reply and TypeScript and uses Headwind CSS and shaden UI factors to produce a clean and responsive layout.

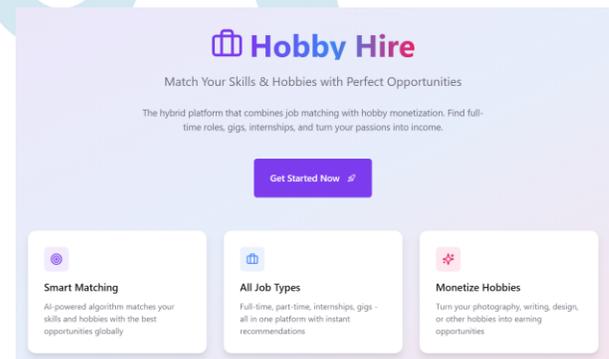


Figure 1. Homepage or Dashboard Screenshot

II. LITERATURE REVIEW

Many researchers and systems have tried to improve job recommendations, but most of them focus only on skills or experience, not hobbies.

Patel and Desai (2025) created a dual matching model, but their system only looks at career-related skills and not hobby-based earning. Noor and Basu (2024) proposed a job recommendation engine using graph neural networks, but their work focuses mainly on interests and skill connections, not real-world hobbies. Sharma and Verma (2024) discussed using AI to connect hobbies and skills, but their system does not remove fake hobbies or meaningless inputs like Hobby-Hire does. Zhang et al. (2023) presented a multimodal job recommendation framework using user interests and skill embeddings, but still not combining hobby jobs and career jobs in one place.

Liu et al. (2022) worked on job matching using user profiling, but their model focuses only on professional factors. Kar (2021) explained how AI is used in recruitment, but does not include creative hobby-based earning opportunities. Hossain and Huda (2020) developed a job recommender using machine learning and NLP, but it is limited to normal job categories.

Numerous job websites and systems have been created to help people find jobs. utmost of these systems match druggies only grounded on chops, education and work experience. Exemplifications include LinkedIn and Naukri, which show jobs substantially by checking the chops written in the stoner profile. These platforms do not look a pursuits, indeed though pursuits can

occasionally come a way to earn plutocrat. Freelance platforms like Fiverr and Upwork allow druggies to work grounded on their bents, but they do not give automatic job recommendations. druggies must search manually or produce their own service posts. This makes it delicate for newcomers who don't know how to start or what to offer. Some exploration papers talk about mongrel job recommendation systems, but they still concentrate only on chops or personality. They don't combine pursuits and chops together. Other studies talk about machine literacy models for job matching, but these work only for professional careers and not for hobbyhorse grounded earning. There are also career guidance tools that suggest jobs grounded on academic interest or personality tests, but they do not include creative pursuits like gaming, editing, photography or art. From the study of these systems, we can see a clear gap. No platform mixes both hobbyhorse recommendations. No system filters out fake pursuits or pointless entries. No system gives prices, colophons or active stoner benefits. Hobby-Hire fills this gap by creating a simple platform that recommends jobs from both pursuits and chops. This makes it different from other job platforms available moment.

III.SYSTEM-ARCHITECTURE

Frontend Layer- erected using React 18, TypeScript, Tailwind CSS, shadcn UI, React Query and Zod. Handles stoner input, displays job results and manages profile.

Backend Subcaste- Validates inputs, fetches jobs from APIs, removes duplicates and performs binary matching.

Database Subcaste- Stores stoner details, pursuits, chops, commemoratives, colophons and instrument evaluation results.

API Subcaste- Connects to safe job APIs without scraping.

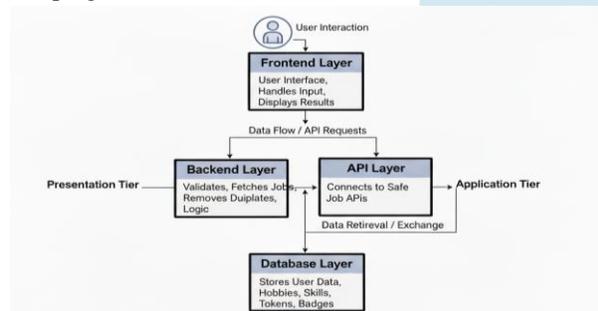


Figure 2. System Architecture

IV.METHODOLOGY

The methodology explains how the Hobby- Hire system works from the moment the stoner enters information until the final job results are shown. The way are simple and easy to understand. stoner profile and input The stoner creates an account and enters at least one hobbyhorse or one skill. The system checks if the hobbyhorse or skill is real and useful. Fake pursuits or pursuits that leads to not chancing any feathers of job or to rejection, confirmation. The system makes sure the input is correct and meaningful.

Only pursuits or chops that have earning or career value are accepted. Costing jobs ,the system collects job data through safe APIs. It fetches two types of jobs jobs related to pursuits and jobs related to chops. Original storehouse is used to make the lading process briskly. Drawing the data, the system removes indistinguishable jobs and jobs that don't match the stoner's input. Unwanted or unconnected job results are deleted so the stoner receives only useful information. Binary matching process ,this is the main working part of the system. Hobbyhorse matching finds freelance or gig jobs connected to the stoner's hobbyhorse. Skill matching finds externships or full time jobs connected to the stoner's chops. After this, both results are combined to produce a final list of recommended jobs. Prices and colophons, the system gives commemoratives and colophons to active druggies. Emblem updates be in real time and help druggies stay motivated. Final affair, the final job cards are shown to the stoner with job title, job type and an apply option. If the stoner enters a hobbyhorse that is not meaningful, the system shows " no job set up.

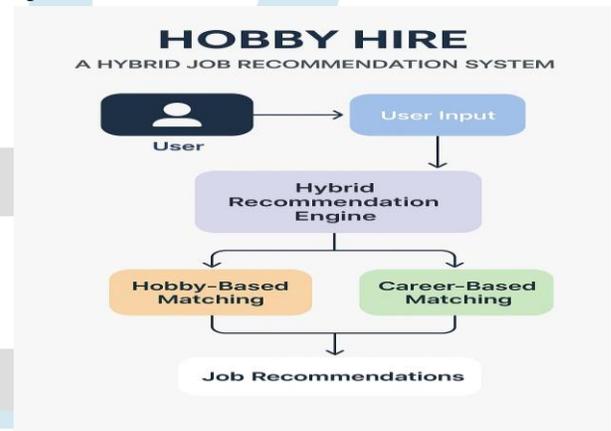


Figure 3. Work flow of Hobby-hire

V. WORKING AND IMPLEMENTATION

The frontend uses React, TypeScript, Tailwind CSS and shadcn UI. Backend handles the corresponding sense, capsule checker and instrument annotator. Database maintains stoner biographies. Duplicate jobs are removed and clean affair is presented.

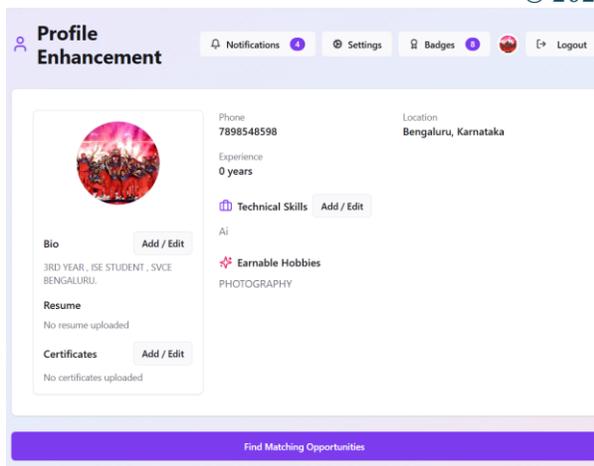


Figure 4. Hobby-Hire User Interface

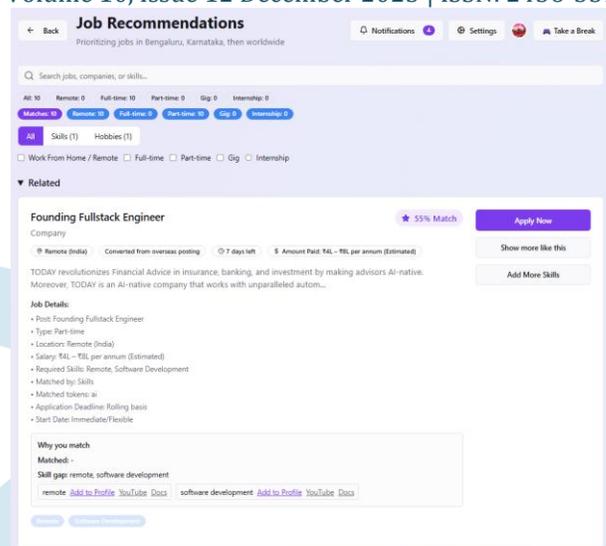


Figure 5. Job Recommendation

VI. RESULTS AND DISCUSSION

The system was tested with different types of users, hobbies and skills to check how well the recommendations match. Users who entered creative hobbies such as photography, editing, drawing and gaming received freelance and gig based job suggestions. This shows that the hobby matching engine works correctly. Technical users who entered programming, data handling or design skills received internships and full time roles. The dual matching approach helped provide two types of job results in the same platform. Users with both hobbies and skills received mixed recommendations, which helped them explore more earning options. The system also showed proper results when users entered only one hobby or only one skill. When users entered non meaningful hobbies, the system correctly showed the message “no job found”. This helped maintain the quality of recommendations. The interface worked smoothly during testing. Pages loaded fast, and data updates happened in real time. The token and badge system also worked correctly. Users received badges when they were active on the platform, and no duplicate rewards were given. The resume checker and certificate evaluator were useful for improving user profiles. The platform handled multiple user tests without errors, which shows that the system is stable.

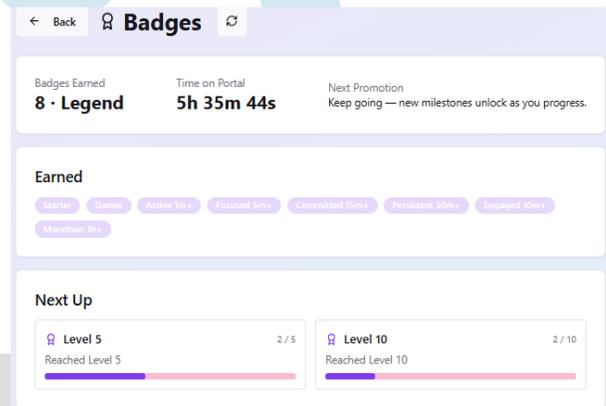


Figure 6. Badges and Rewards.

VII. LIMITATIONS

The system depends on API based job data, so the number of recommendations may reduce if the APIs are not updated. Hobby validation is basic and may not identify uncommon hobbies accurately. There is no recruiter portal yet, so direct hiring is limited. The platform does not have a mobile app, and resume or certificate evaluation features provide only simple feedback. These limitations do not affect the main function but show areas for improvement.

VIII. CONCLUSION

Hobby-Hire is a simple and practical system that brings hobby based and skill based job, and the actual recommendations together. The system successfully fills a gap that is not covered by existing job portals. It helps users who want to earn through their hobbies and also supports users who want to grow in their careers. The dual matching method makes the platform flexible for both creative and technical users. The system provides clean recommendations, avoids wrong or fake hobbies, and gives real time rewards to active users. The design is modern, the interface is fast and the experience is easy for all types of users. Hobby-Hire can be helpful for students, freelancers,

freshers, creators and people looking for new career paths. With future improvements like machine learning models, recruiter portals and a mobile application, the system can become even stronger and more useful.

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IX. UNIQUENESS AND FUTURE WORK

Hobby-Hire is unique because it combines hobby based and skill based job matching in platform, which most job portals do not offer. It accepts only meaningful hobbies, removes fake inputs, and uses a dual matching method to give both creative and professional job opportunities together. The system also includes real time badges, tokens, and profile improvement tools, making it more interactive and useful for different types of users. In the future, the system can add machine learning for better recommendations, a recruiter portal for direct hiring, in-app skill tests, real time job alerts, AI based hobby validation, a community section, more gamification features, multi-language support, and a mobile application to improve accessibility.

X. REFERENCES

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