

# ARJUN TRIPATHI

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 [LinkedIn](#)  [LeetCode](#)  [Portfolio](#)  [GitHub](#)  [CodeChef](#)

## Education

**Dr. A. P. J. Abdul Kalam Technical University**

Master of Computer Application (MCA)

CGPA: **8.3**

**Mahatma Gandhi Kashi Vidyapith University**

Bachelor of Computer Application (BCA)

Percentage: **71%**

Uttar Pradesh, India

Nov 2022 - Sep 2024

Uttar Pradesh, India

Jul 2019 - Nov 2022

## Experience

**Rhizicube — Software Engineer Intern**

Ghaziabad, India — Jul 2022 - Oct 2022

- Collaborated with cross-functional teams to develop and integrate scalable APIs for NETCORE and Zapier integration.
- Conducted comprehensive API testing using Postman, Thunder Client, and curl, ensuring reliability and reducing API errors.
- Developed and optimized production-ready RESTful APIs using Go, JavaScript, and gRPC, which improved backend efficiency and reduced latency.
- Strengthened communication and problem-solving skills through active collaboration with senior engineers.

## Skills

**Programming Languages:** C, C++, core Java, HTML/CSS, JavaScript, Node.js

**Libraries / Frameworks:** ReactJS, ExpressJS, REST API

**Tools / Platforms:** Postman, VS Code

**Databases:** MySQL, MongoDB

**Other:** Data Structures and Algorithms (DSA), Backend Development, Frontend Development

## Projects

**Company Portfolio Website (DR Enterprises) — [Link](#)**

PHP, MySQL, HTML, CSS, JavaScript, Bootstrap

- Developed a dynamic company portfolio website that increased client engagement by 25% by showcasing projects and services.
- Implemented a responsive, mobile-friendly design to enhance user experience across devices.

**TestHub (Online Test Portal) — [Link](#)**

Node.js, Express.js, React.js, MySQL

- Created a React-based admin interface for efficient test management, supporting CSV uploads and data manipulation.
- Integrated scheduling features to allow tests on specific dates, boosting system reliability and student engagement.

**Tic Tac Toe (Real-Time Multiplayer Game) — [Link](#)**

JavaScript, CSS, HTML, Node.js, Socket.IO

- Implemented real-time, low-latency gameplay using Socket.IO, achieving seamless user interaction for multiple modes.
- Designed both AI and online multiplayer options to provide a diverse user experience.

## Achievements

- Solved over 400 programming challenges on GeeksForGeeks, showcasing problem-solving proficiency.
- Achieved 3-star ratings on CodeChef and LeetCode; solved 400+ problems on CodeChef and 600 on LeetCode.
- Earned 5-star badges on HackerRank in C and C++.

## Coding Profile

- [Leetcode](#)
- [Hackerrank](#)
- [Geeks For Geeks](#)