JITENDRA SINGH

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OBJECTIVE

I am a skilled software developer with 6 months of experience at Groww, where I contributed as a backend developer. Currently I am seeking opportunities for internships or full-time positions in the software development domain.

EDUCATION

Bachelor of Technology, MANIT, Bhopal

2019 - 2023

ECE: 7.3

SKILLS

Technical Skills: Python, Javascript, Operating system, DBMS, Linux, HTML, CSS, Django, Node.js

Databases: MongoDB, MYSQL

Devops Docker, Kubernetes, Jenkins, Terraform, Terragrunt, Helm Charts

EXPERIENCE

Backend Developer Intern

Jan 2023 - June 2023

Groww

Bangaluru, India

- Cloud-request-automation: Every team need some access in GCP resources access in their service-account but to provide it manually take time and effort thats why i automate it by using jira and Google libraries.(IAM policy)
- Change Management: We have env in our terraform clould config repos, when ever a PR will be created then it will check all the changes are done are in lower env or not and according to pr status jira issue workflow changes.
- helps in creation of GKE in GCP using Terraform and terragrunt
- Currently working in Groww Devops team working on Iaac , CI/CD Deployment, GCP and automation for devops team.

PROJECTS

Manitora: It is a website built using the MERN stack that functions as a platform similar to Quora. Users can ask questions or post queries about any problems they have. The website facilitates a collaborative approach, where joined members can provide accurate answers and solutions to the queries posted by users.

PDF Management Collaboration System:- The PDF Management Collaboration System is a web application designed to simplify the management and collaboration of PDF files. It provides users with the ability to securely upload, share, and collaborate on PDF documents. The system ensures easy access to shared files, facilitates commenting and discussions, and prioritizes data privacy and security.

2048 Game: 2048 is played on a plain 4×4 grid, with numbered tiles that slide when a player moves them using the four arrow keys. Every turn, a new tile randomly appears in an empty spot on the board with a value of either 2 or 4.

CODING PROFILE

Leetcode

Geekforgeeks

400+ coding question