

BHOOMI PARMAR

My Portfolio | [LinkedIn](#) | [GitHub](#) | [Leetcode](#)

Location: Rajkot, Gujarat, India

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FULL STACK DEVELOPER

I am a **computer engineering** student with a strong interest in full-stack web development using the **MERN stack**. I have hands-on experience with frontend technologies, UI design, and backend development. I am eager to learn, adapt, and apply my skills in real-world projects. I also have a solid foundation in **Data Structures and Algorithm(DSA)** and problem-solving.

TECHNICAL SKILLS

Languages	: Java(for DSA), JavaScript, C, HTML5, CSS3
Frameworks	: React.js, Express, Node.js, Model-View-Controller(MVC)
Libraries	: Tailwind CSS, Bootstrap, Mongoose, passport, Joi, Cloudinary, etc
Databases	: MongoDB, MySQL
Dev Tools	: Visual Studio Code, Git, GitHub, Figma

EDUCATION

V.V.P. Engineering College

Bachelor of Engineering

Rajkot, Gujarat, India
July 2023 – 2027(still ongoing)

- CGPA : 8.57/10.00(1st to 5th sem)
- builds engineering concepts, self-study, works on live projects, participating in Hackathons
- participates in various tech & social events

Saraswati Schooling System

GSEB Education - 12th

Rajkot, Gujarat, India
2021 – 2022

- PERCENTILE RANK : 94.48
- Developed my logical thinking and practical intelligence
- Strengthened soft skills such as teamwork and communication

PROJECTS

Wanderlust (Airbnb web-clone) *HTML5, CSS3(Bootstrap), Js, Nodejs, Express.js, MongoDB, REST APIs* [Source Code](#)

- Built a full-stack **Airbnb-inspired app** using **MongoDB, Express.js, and Node.js** with RESTful APIs.
- Implemented **secure authentication and authorization** for user signup and login.
- Developed **CRUD features for property listings** to manage user content.
- Added **ratings and comments** for user interaction and feedback.
- Learned **scalable API design and secure data handling**, enabling creation of **reliable, user-friendly applications**.

Simon-say-game

JavaScript, HTML, CSS

[Source Code](#)

- Built an **interactive Simon Says memory game** using **JavaScript**.
- Implemented **random sequence generation** with arrays and handled user input via **event listeners**.
- Applied **conditional logic** to validate gameplay and **dynamically increase difficulty** as levels progress.

Spotify Clone

HTML5, CSS3

[Source Code](#)

- Focused on **layout and visual design only**, with no backend functionality.

ACHEIVEMENTS

- [Research Paper Writing Participation](#)
- [Runner-Up – Mathematics Challenge Competition, L. D. Engineering College, Ahmedabad](#)