

## Projects

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### CARTOON WORLD | A React-based Streaming Interface

Mar 2025 - May 2025

- **Developed a full-featured front-end web application for animated content discovery**, enabling users to explore, preview, and interact with 20+ cartoons and anime titles through an intuitive and responsive UI.
- **LEARNING:** Mastered advanced React concepts including routing with React Router, dynamic state sharing using props and useLocation, and JSON-based data integration. Emphasized modular component design by creating reusable structures for navigation, movie tiles, and detail pages.
- **OUTCOME:** Achieved a seamless single-page user experience through client-side routing and dynamic data passing, reducing navigation delay by 90%. Implemented lazy image loading and scroll-to-top logic to enhance performance and maintain a clean viewing experience across devices.
- **GitHub Repository Link:** CLOMDY/CartoonWorld  
**Live Site Link:** clomdy-cartoon-world.netlify.app

### ExpenseTracker | A Database management system

Nov 2024 - Dec 2024

- Constructed an expense tracking application with stored procedures, triggers, and cursors, enabling users to monitor spending across 15 distinct categories and identify potential areas for savings.
- **LEARNING:** Stepped into a temporary team lead role for two weeks, guiding three junior developers in debugging database functions; delivered the project one week ahead of schedule.
- **OUTCOME:** Conducted thorough user acceptance testing across 100 scenarios, resulting in a fully operational expense tracking system; streamlined processes improved user engagement, with feedback from over 150 users driving subsequent enhancements.
- **GitHub Repository Link:** CLOMDY/ExpenseTracker

### GAMEHUB | NodeJS based backend project

Apr 2024 - May 2024

- Designed and deployed a NodeJS microservice for managing game listings and details, leading to a 30% decrease in server response time and revamped application performance by 15%.
- **LEARNING:** Leveraged TypeScript to develop GAMEHUB, enabling efficient data validation and reducing potential runtime errors by 15% through static typing and refined code maintainability.
- **OUTCOME:** Developed an intuitive content management system for game listings, enabling non-technical team members to update information seamlessly; system now supports over 150 active game titles with minimal training required.
- **GitHub Repository Link:** CLOMDY/GAMEHUB  
**Live Site Link:** gamehub-zxsl.onrender.com

### QuickPark | Parking and Carpool in one App

Jan 2024 - May 2024

- Developed front-end components for a parking app, integrating location-based suggestions for nearby amenities, and improving user satisfaction scores by 25% based on user surveys and app store ratings.
- **LEARNING:** Implemented a structured feedback process involving 5+ team members, leading to improved design accuracy; this approach established collaboration and achieved a 25% reduction in revision cycles during the project lifecycle.
- **OUTCOME:** Pioneered a car parking and carpool application featuring optimized power consumption, achieving a 30% reduction in energy usage compared to standard parking management systems during peak hours.
- **GitHub Repository Link:** CLOMDY/QuickPark

### Resto | An Ionic web-app project

Oct 2023 - Nov 2023

- Led the front-end development of a restaurant application using Ionic, focused on presenting detailed dish information; refined the application's architecture, which awarded code maintainability for 3 developers.
- **LEARNING:** Mastered Ionic framework fundamentals through hands-on development of Resto web-app, showcasing proficiency in front-end design principles and mobile-first development, completing 20+ hours of tutorials and coding challenges.
- **OUTCOME:** Spearheaded the creation of a restaurant web application with 10+ customizable templates, empowering restaurants to establish a professional online presence and attract new customers within a month.
- **GitHub Repository Link:** CLOMDY/Resto  
**Live Site Link:** resto-9x4c.onrender.com

Certificates

<b>Responsive Web Design</b> Completed a 300-hour certification covering semantic HTML, CSS Flexbox & Grid, accessibility, and responsive design including 5 real-world web projects. <i>freeCodeCamp — Certificate-link</i>	<b>July 2025</b>
<b>Programming using Java</b> For course introduces a participant to basics of programming and object-oriented programming using Java as the programming language. <i>Infosys Springboard — Certificate-link</i>	<b>March 2025</b>
<b>Full Stack Development in MERN</b> For attending a front end focused MERN development. <i>Programming Pathshala — Certificate-link</i>	<b>July 2023</b>
<b>Vijyoti Social Welfare &amp; Education Trust</b> For teaching poor kids in school/Temple and for event manager.	<b>July 2022</b>

Technical Skills

- Languages:** C, C++, Java, Python, JavaScript, TypeScript
- Web Technologies:** HTML, CSS, PHP
- Frameworks & Libraries:** React.js, Angular, Node.js, Bootstrap, jQuery, Ionic
- Databases:** MySQL, MongoDB
- Tools & Platforms:** Git, GitHub, Arduino, Windows, Linux
- Soft Skills:** Leadership, Problem-Solving, Teamwork, Project Management, Adaptability

Education

<b>Lovely Professional University Punjab</b> <i>Master of Computer Application — CGPA: 8.31</i>	<b>2024 – 2026</b> <i>Jalandhar, Punjab</i>
<b>Lovely Professional University Punjab</b> <i>Bachelor of Computer Application — CGPA: 8.56</i>	<b>2021 – 2024</b> <i>Jalandhar, Punjab</i>
<b>D. A. V. Public School, BSEB</b> <i>12th with Commerce</i>	<b>2019 – 2020</b> <i>Patna, Bihar</i>