

SHUBHAM KAMBLE

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

PROFESSIONAL SUMMARY

Driven Computer Science Engineering graduate with strong skills in software development, object-oriented programming, and full-stack web applications. Adapt at building scalable systems, collaborating in teams, and continuously learning to solve real-world problems through technology.

EDUCATION

Bachelor of Technology in Computer Science Engineering 2021 – 2024

Tatyasaheb Kore Institute of Engineering and Technology, Warananagar
Graduated with distinction; emphasis on programming, software systems, and development.

Senior Secondary (Grade 12) 2020

YCWM, Warananagar (Maharashtra State Board)
Completed with First Division; specialization in Science with IT.

Secondary School (Grade 10) 2018

SWV, Warananagar
Secured distinction; strong academic focus on Mathematics and Science.

SKILLS

Technical Support Skills: Windows OS Troubleshooting, Networking Basics, Microsoft Intune, Hardware & Software Installation, Ticketing Tools (ServiceNow/JIRA), Remote Support Tools (Any Desk/TeamViewer), Outlook & Email Configuration, System Performance Diagnosis, Basic Linux Commands, Application Troubleshooting.

Programming Languages: HTML, CSS, JavaScript, Bootstrap, Core Java, Advance Java, OOPS

Frameworks: Spring Boot

Databases: MYSQL, SQL

PROJECTS

Bookstore Management System:

May 2024

- Developed a full-stack Bookstore Management System using Java Spring Boot for backend and HTML/CSS/Bootstrap/JavaScript for frontend, following layered architecture (Controller, Service, Repository, Entity, DTO).
- Implemented CRUD operations for books, and dynamic UI for seamless interaction between frontend and RESTful APIs.
- Integrated MySQL database with Spring Data JPA to manage book records, ensuring efficient data persistence and retrieval with custom repository queries.

Weather prediction Webpage: *HTML, CSS, JavaScript, API*

Jan2024

- Developed a responsive Webpage using a third-party API to fetch real-time weather updates.
- Automated temperature and condition reporting based on user input.

Guess the Number Game:

Feb ,2024

- Developed an interactive **"Guess the Number" game** using **HTML, CSS, and JavaScript**, demonstrating proficiency in DOM manipulation and event-driven programming.
- Implemented **game logic** for random number generation, user input handling, and feedback mechanisms, enhancing problem-solving and debugging skills.
- Deployed the project using **GitHub Pages**, enabling public access via a live URL and showcasing version control with Git.

CERTIFICATIONS

- Java Full Stack-Development course from ExcelR PVT Ltd
- Java Full Stack-Development course from Vinsys PVT Ltd