

# GOURAV KASHYAP

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## PROFESSIONAL SUMMARY

Full Stack Developer Intern (MERN & Java Stack) with real-time development experience, strong backend skills, and a passion for building scalable web applications.

## EXPERIENCE

### Full Stack Developer Intern

Ntechzy Pvt. Ltd. – Greater Noida | May 2025 – Present

- ❖ Developing web apps using the **MERN stack** in an in-office team environment.
- ❖ Built responsive UIs, integrated REST APIs, and managed MongoDB data models.
- ❖ Actively involved in daily standups, code reviews, and agile sprint tasks.

## SKILLS

- ❖ **Programming:** Java (Core & Advanced), C++, C, JavaScript (ES6+), Functional Programming (Streams, Lambda, Optional)
- ❖ **Frontend:** HTML5, CSS3, JavaScript, Bootstrap, Tailwind CSS, React.js, JSX, Responsive Design, Redux (Basics)
- ❖ **Backend:** Node.js, Express.js, REST APIs, Spring Boot, Spring MVC, Hibernate
- ❖ **Database:** SQL, MySQL, MongoDB (Basics)
- ❖ **Tools & IDEs:** VS Code, Eclipse, Git, GitHub, Postman, npm/yarn
- ❖ **Cloud & DevOps:** AWS (Basics), Docker.
- ❖ **Other Skills:** Full-Stack Development, Problem-Solving, OOPs, Team Collaboration, SDK Development

## EDUCATION

- ❖ Bachelor of Computer Applications from MIMT, Greater Noida (2022-25)
- ❖ XII from Govt. Boys Sr. Sec. School (2021)
- ❖ X from Govt. Boys Sr. Sec. School (2019)

## PROJECTS

### E-Commerce Website (Final Year Project)

**Technologies:** *React.js, Spring Boot, MySQL, HTML, CSS, JavaScript, Java*

**Description:** Developed a full-stack eCommerce web application using Java Full Stack technologies. The project integrates **React.js** for the frontend and **Spring Boot** for the backend, with **MySQL** as the database. Implemented key modules such as user authentication, product catalog, shopping cart, order management, and admin dashboard. Followed REST API architecture and MVC pattern for efficient communication between frontend and backend, ensuring scalability and high performance. **GitHub Link:** [Ecommerce-Website-BCA-Final-Year-Project](#)

### Shape Based Game

**Technologies:** *Java (Class, Object, Constructor, Inheritance, Polymorphism, Upcasting, Method Overriding, HAS-A Relationship, Interface)*

**Description:** Designed and implemented an engaging educational game tailored for students in classes 6 to 12, aimed at enhancing their understanding of 2D and 3D shapes. The game features an interactive user interface where students can explore and manipulate various geometric shapes. Leveraging object-oriented programming principles, incorporated key concepts such as HAS-A Relationship, method overriding, method overloading, constructor overriding, inheritance, and upcasting to build a robust and extensible codebase.

### Product Management System

**Technologies:** *Java(Collection Framework, Class, Objects, Inheritance, Polymorphism, Method Overriding, JDBC), MySQL,*

**Description:** Developed a robust and scalable **Product Management System** to streamline CRUD (Create, Read, Update, Delete) operations across various product categories. Designed an efficient backend architecture that seamlessly integrates business logic with a relational database, ensuring optimal data storage and retrieval. Leveraging Java's **Collection Framework** and **JDBC**, implemented dynamic search and sorting features, allowing users to filter products based on attributes such as price, category, and name. Enhanced user experience by incorporating **input validation** and **advanced search mechanisms**, ensuring accuracy and efficiency in product management.

## Certifications & TRAINING

### ❖ Java Full Stack Development Training – QSpiders

- In-depth training in **Core Java, J2EE, Spring Boot, Hibernate, JSP, Servlets, MySQL, and front-end technologies**.
- Hands-on experience with **real-time projects, coding exercises, and mock interviews** to enhance industry-relevant skills.