

MANU BABYCHAN

✉ manubabychan02@gmail.com — 📞 +91 944770 6386 — [in linkedin.com/manu-babychan](https://www.linkedin.com/in/manu-babychan)
🐙 github.com/Ghost-dot-coder

About Me

Full-stack developer in training with strong skills in React, Flutter and JavaScript. I love building interactive, user-friendly applications and exploring new technologies. Currently pursuing MERN stack development at Luminar Technolab while developing real projects to strengthen my portfolio.

Technical Skills

- **Programming Languages:** JavaScript, Python, Dart, C, SQL(Basics), HTML, CSS.
- **Technologies / Frameworks:** MERN Stack (Learning), Bootstrap, Tailwind, MaterialUI, Flutter, Firebase, React.js, Node.js, Express.js, MongoDB.
- **Developer Tools:** Git/GitHub, Postman, VS Code, Android Studio, Figma.
- **Software Development Skills:** Responsive UI Design, Debugging, Problem Solving, Clean Code Practices, Error Handling.

Education

BTech in Computer Science and Engineering TKM Institute Of Technology (Affiliated to KTU) <i>2 Pending supplementary exams (in progress)</i>	2021 – 2025
Higher Secondary Education (Computer Science) Rahmania HSS Calicut, Kerala	2019 – 2021

Current Training

Luminar Technolab, Kakkanad <i>MERN Stack Development Program</i> Key Learning Areas: <ul style="list-style-type: none">• MongoDB, Express.js, React.js, Node.js• REST API development• Full-stack project architecture• Version control, deployment basics	Jun 2025 – Present
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Projects

- **College Canteen Management App (Flutter)** – Developed a mobile app used in college for ordering food, managing menu, and real-time order updates. Integrated Firebase for backend services.
- **RentSetters Real Estate Website (React)** – Developed a single-page web application for the startup RentSetters, showcasing their real estate services and business details. Built using React with smooth Framer Motion animations and deployed on their custom domain.
- **Water Quality Monitoring System (Flutter + IoT)** – Developed a Flutter mobile application integrated with IoT sensors to monitor real-time water quality parameters and tank levels. The system communicates with ESP32 hardware, providing live data visualization and alerts through the app.
- **Odd or Even Game (JavaScript)** – A simple interactive browser-based game where users input a number and the system determines whether it is odd or even using real-time DOM manipulation and clean JavaScript logic.
- **Car Sales Web Application (React + JSON Server)** – Developed a dynamic car listing web app using React for the frontend and JSON Server as a mock backend. Implemented features such as car filtering, detailed product pages, CRUD operations, and responsive UI design.

Certifications

- UI/UX Design using Figma | Udemy
- App Development using Flutter | Udemy
- Flutter Workshop | TKMIT, Kollam
- Internship in Python | Soften Technologies