# **GURUPRASAD HG**

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# **OBJECTIVE**

To work with an innovative organization where I can leverage my technical and creative skills as a Full-Stack Developer to design, develop, and maintain robust, scalable, and user-friendly web applications. I aim to contribute to the company's success by delivering high-quality solutions while continually enhancing my expertise in modern front-end and back-end technologies, fostering professional growth, and driving impactful results.

### **SKILLS**

Front-End: HTML, CSS, JavaScript, React JS Backend: C, C++, Python, Node JS, Express JS

Database: MySQL, MongoDB Tools: Figma, Git/GitHub

## **EXPERIENCE SUMMARY**

INTERNSHIP # 06/2024 - 08/2024

Design Webtech

Bengaluru, India

% https://www.designwebtech.com

Design Webtech is a technology-driven company specializing in providing innovative web and mobile application solutions. The company focuses on delivering customized applications tailored to client requirements, ensuring high-quality user experiences, seamless functionality, and robust performance.

#### Projects I worked on during Internship

#### Sports Arena (Sports Court Venue Booking Application)

Sports Arena is an Android application that streamlines the process of booking sports courts, allowing users to search, reserve, and manage their bookings easily. Key features of the app include real-time availability tracking, online payment integration, and notifications for confirmed bookings.

#### **Bucapp (Online Visiting Card Application)**

Bucapp is a mobile application designed to help users create, share, and connect through online visiting cards. The application enables users to build customizable profiles, exchange digital cards with a QR scanner, and store contact details in a structured manner.

#### **Responsibilities:**

- Developed interactive and user-friendly UI components for a seamless experience.
- Implemented real-time booking functionality using REST APIs.
- Worked on payment gateway integration for smooth transactions.
- Managed back-end integration to ensure secure data storage and retrieval.
- Conducted thorough testing, debugging, and optimization to enhance app performance and reliability.

#### **Technologies & Tools Used:**

UI Design: XML, Material Design Components Programming Language: Kotlin

**Database**: Firebase Firestore/SQLit **API Integration:** REST APIs (Retrofit)

## **PROJECTS**

## **Fitness Factory**

Fitness Factory is a comprehensive fitness management system designed to streamline and automate various operations within a gym environment. The system caters to admins, trainers, and clients, providing a seamless experience for managing memberships, courses, bookings, payments, and feedback. The project focuses on creating an efficient, user-friendly platform that enhances gym management and client engagement.

- Admins can manage trainers, clients, courses, products, bookings, and payments. They can also track feedback.
- Trainers can handle their profiles, assign diet plans and courses, manage bookings, list products, and review feedback.
- Clients can register, explore courses and trainers, buy fitness products, book gym sessions, make payments, and give feedback.

#### **Key Contributions:**

- Created reusable components in HTML and CSS to standardize the design and ensure consistency across the platform.
- Implemented session-based user authentication for secure login and role-based access across modules.
- Designed database schemas to effectively store and manage client profiles, trainer schedules, product inventory, and course details.
- Enhanced user experience by implementing pagination and search functionality for trainers, courses, and products.
- Configured email notifications to confirm bookings, payments, and account registrations, improving communication.

**Project Link: -** <a href="https://github.com/Guruprasad1002/Fitness-Factory">https://github.com/Guruprasad1002/Fitness-Factory</a>

#### **Technologies & Tools Used:**

Frontend: HTML, CSS, JavaScript Frameworks/Libraries: Bootstrap

Backend: PHP Database: MySQL

# **EDUCATION QUALIFICATION**

MASTER'S OF COMPUTER APPLICATION (MCA)

**= 01/2023 - 10/2024** 



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