

Deva Harsheni.S

[LinkedIn](#) | [Github](#)

TECHNICAL SKILLS

Languages:: Java [Basic], C++ [Intermediate], Python [Advanced], C# [Basic]

Frontend: HTML, CSS, JavaScript Library: React.js.

Backend: Node.js, JavaScript, Express.js.

Databases: PostgreSQL, MySQL, MongoDB.

Tools / Frameworks / Libraries / Version Control /Operating Systems /API Technologies:

Git & GitHub, REST APIs, Bruno, Figma,Windows,VS Code, Docker, Vercel, Netlify, Tailwind, Prompt Engineering, API Integration, GitHub Copilot, CLI, JWT, Design Patterns.

PERSONAL STATEMENT

I am an aspiring Full Stack Developer and AI enthusiast with skills in Python, JavaScript, React, and the MERN stack. Through projects like designing user-friendly UIs in Figma and developing web solutions with sensor integrations, I have built practical, scalable applications that focus on usability and impact. I am seeking an internship to apply my technical skills in real-world scenarios, collaborate with experienced teams, and grow into a developer capable of delivering innovative and efficient solutions

PROJECTS

Anime Typing Game | [Github Repo Link](#)

April 2025

Built a gamified typing game with anime-inspired UI to improve typing speed and accuracy using real-time feedback and progressive difficulty levels.

- Developed a **full-stack typing game** using React and Node.js, implementing **3 difficulty levels** and **100+ unique word prompts**.
- Implemented **real-time WPM, accuracy, timer, and score calculation**, processing **50+ keystrokes per session** with instant UI updates.
- Built a **leaderboard system** storing **user scores for 100+ game sessions** using MongoDB.
- Designed and exposed **6+ REST API endpoints** using Express.js for user stats, scores, and game results.
- Deployed the application on **Netlify (frontend)** and **Render (backend)**, supporting **multiple concurrent users**.
- Optimized React state management to **reduce calculation errors and input lag**, improving gameplay responsiveness.

EDUCATION ENROLLMENT

Kalvium's UG program in CS (Software Product Engineering)

2024-28

Campus: Coimbatore | Bachelor's enrollment: BCA, [University Of Mysore](#)

ACHIEVEMENTS & EXTRACURRICULARS

- Secured **2nd place among 25+ teams** in an inter-college gaming competition for the *Anime Typing Game* project.
- Participated in **9+ hackathons**, delivering working prototypes within **24–48 hour** time constraints.
- Attended **GDG DevFest**, engaging with **100+ developers** and exploring modern web and cloud technologies.
- Collaborated in **4–5 member teams**, contributing to feature development, debugging, and final presentations.