Fayaz K

Full Stack Developer
B.E in Computer Science
KLE Technological University

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GitHub Profile
LinkedIn Profile

Technical Skills

Languages: Javascript, C++ , C , Python , HTML+CSS.

Libraries : Redux , JWT Tokens(oAuth),socket.io, Bootstrap , Jquery,Tailwind CSS, Material UI,EJS

Frameworks: React.Js , Node.js , Express.JS

IDE's: VScode,Atom.

Databases: MongoDb, Relational Database(mySql).

Relevant Coursework: Data Structures & Algorithms, Operating Systems, Object Oriented Programming, Database Management System,Web developer Bootcamp.

Areas of Interest: Frontend development,Web Design and Development,Backend Development

Soft Skills: Problem Solving, Self-learning.

Professional Experience

•Full Stack Developer intern at Helpy-Moto

02 Feb 2024 - 02 May 2024(3 Months)

- Transformed Figma design files into functional web pages, prioritizing fidelity to the original design while optimizing for responsiveness and user experience.
- Integrated various APIs into the frontend, including Google Maps API, to enhance functionality and user interactivity, showcasing adaptability and problem-solving skills in third-party service integration.
- Designed MongoDB schemas and implemented CRUD operations for efficient data management, rigorously testing API endpoints using Postman to ensure functionality and data integrity.

Personal Projects

–Football rooster management application using React js

The application focuses on creating a Roster Management App with two main pages: Roster Details and Formation Overview.

* Includes a search bar to filter players by name and/or position of player.
* Handles importing rosters from .csv files, with error handling for empty values. Provides a summary of player counts and positions before import. Supports re-importing, clearing, and refreshing the application state.
* Displays player data in a table, including country flags and readable height/weight values. Includes an actions menu for editing or deleting players, with validation checks.
* Displays a 4-3-3 formation with players positioned according to their roles.
* Live App,Use this CSV file
* **Technology Used: React js, Javascript**

– Multi-Game Platform with AI and Real-Time Multiplayer: MERN Stack Integration

Dynamic and engaging multiplayer Tic Tac Toe and snale and ladder game with socket communication and unbeatable AI.

* AI Integration and Real-Time Multiplayer: Implemented advanced unbeatable AI functionality for Tic-Tac-Toe using the Minimax algorithm.Utilized Socket.io to create real-time multiplayer capabilities.
* Real-Time Multiplayer Game State Persistence: Enabled real-time multiplayer interactions via Socket.io and incorporated game state saving for seamless resumption.
* Interactive User Interface: Players can easily make moves by clicking on the game board, and the interface updates promptly to display the latest game state.
* **Video Demonstration**
* **Technology Used: React , Nodejs+Express,MongoDB, socket.io (Real Time Communincation)**

Education

–KLE Technological University, Hubli *2020-24*
Bachelor of Engineering in Computer Science and Engineering CGPA: 6.94

–Sri Vidyaniketan PU College- Senior Secondary *2020*
Department of Pre University Education Percentage: 93.83

–National Green Valley Rural High school *2018*
Karnataka Secondary Education Examination Board Percentage: 95.04

Achievements

* Participated in Mercor's Textbase Titans hackathon and secured 88th position - Certificate