Resume KUNDAN KUMAR

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Education

Maharishi Markandeshwar Engineering College, Mullana, Ambala, Haryana 2022 – 2026 B.Tech – Computer Science Engineering CGPA: 8.035 (Up to 6th Semester)

Skills

- Languages: Java, Python, JavaScript, Design Patterns
- Developer Tools: Git, GitHub, VS Code, Postman, IntelliJ IDEA
- Frontend: HTML5, CSS, JavaScript, React.js, Tailwind
- Backend/Databases: NodeJS, ExpressJS, MongoDB, MySQL, RESTful APIs
- CS Fundamentals: DBMS, Operating Systems, Computer Networking, OOPS

Internship

CodSoft — Full Stack Developer Intern (Remote)

May 1, 2024 - May 31, 2024

- Engineered 3 interactive websites including landing page, calculator, and portfolio using HTML, CSS, and JavaScript.
- Designed fully responsive interfaces improving usability across 5+ device types.
- Implemented 12+ dynamic features in JavaScript to boost user engagement by 30%.
- Optimized performance reducing load time by 25% and ensured cross-browser compatibility.

Projects

E-commerce - Online Shopping Platform [GitHub]

- Tools Technologies: React, MongoDB, Express, Cloudinary
- Developed full-stack e-commerce platform supporting 100+ products and secure user authentication.
- Integrated Cloudinary for handling 500+ images efficiently and optimized catalog display.
- Implemented 8 RESTful APIs for product listing, cart management, and order processing.

Wanderlust – Online Resort Booking System [GitHub]

- Tools Technologies: React, Node.js, Express, MongoDB, Bootstrap
- Developed web app with 10+ APIs supporting booking, browsing, and account management.
- Enhanced UI with Bootstrap, increasing mobile bookings by 30%.
- Optimized backend reducing server response time by 40% using asynchronous Node.js operations.

Streamify - Online Streaming Platform [GitHub]

- Tools Technologies: React, MongoDB, Express, Streamify
- Built streaming platform with secure authentication supporting 500+ simultaneous users.
- Integrated Streamify API for real-time streaming with responsive UI.
- Optimized backend queries improving data retrieval speed by 35%.

IoT-Based Water Measurement System [GitHub]

- Tools Technologies: ESP32, Flow Sensors, OLED Display
- Designed IoT solution tracking water consumption for 20+ households.
- Programmed real-time updates every 5 seconds on OLED display.
- Enabled 15% reduction in household water usage through monitoring system.

Achievements and Certifications

- 3rd Place (among 50+ teams) Inter-University Hackathon, 2023
- Participated in Universumm 2023 with 10+ competitive events
- Won 6 medals (4 Gold, 2 Silver) in cultural competitions including debate and music events
- CAD Certification ServiceNow
- Full Stack Development Certified Apna College (15+ projects and assignments)