Laxsikan Manoranjan

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EDUCATION

New Jersey Institute of Technology (NJIT)Newark, NJ

Master of Science, Cybersecurity and Privacy

Kean University Union, NJ

Bachelor of Science in Computer Science

Graduation Date: May 2024 GPA: 3.5 / 4.00

Graduation Date: Dec 2025

Relevant Coursework: Data Structures, Algorithms, UNIX/LINUX Programming, Database Systems, Game Development, Computer Architecture, Probability & Statistics for CS, Software Dev with frameworks

Union College Union, NJ

Bachelor of Science in Computer Science

Graduation Date: Dec 2021 GPA: 3.6 / 4.00

WORK EXPERIENCE

New Way Solution LLC

New Jersy, United States. Remote

Java Spring Boot Developer, Intern

May 2024 - Sep 2024

- Developed and maintained Spring Boot microservices to transform healthcare data into FHIR format for the Clear Sense project. Contributed to building responsive web applications and back-end systems using Spring Boot and MySQL.
- *Collaborated with a diverse team to ensure high-quality code and timely delivery.*
- I assisted in designing and implementing database schemas using PostgreSQL and MySQL.

CVS Pharmacy Union, NJ

Shift Manager

Nov 2019 - Present

• I led a team of 15 employees, ensuring smooth operations by assigning tasks, providing guidance, and maintaining efficiency with effective communication. I also addressed customer inquiries and complaints, ensuring a positive shopping experience while upholding confidentiality.

RELEVANT PROJECTS

Kean University Union, NJ

Web Development Project | Project Grade: 100% | Sep 2023 - Dec 2023

- ${\bf \bullet} \textit{Built a responsive HTML website from scratch with cross-browser compatibility}.$
- •Used semantic HTML5 for accessibility and SEO optimization.
- •Tested and debugged to ensure functionality across platforms.

Union College Union, NJ

Python Game Development Project | Project Grade: 95% | Jan 2021 - May 2021

- •Designed backend architecture using Python for an adventure game.
- *Implemented game mechanics for an engaging experience.*
- •Contributed to team discussions for game design improvements.

SKILLS

Python, HTML5, Java, Java Script, C#, DBMS, CSS3, MYSQL, PHP, SQLite, Google Suite, POS Systems, Node.js, Bash, React, Angular, Express, Django, C++, MongoDB, Webhooks, RESTful APIs, Apache, Postman, Git, Linux, VMWare, Vim