Mevin John Rejimon

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SUMMARY

Innovative problem solver and aspiring full-stack developer with 3+ years of programming experience, skilled in python, java, and web development. Passionate about creating and contributing to interesting projects in the IT field.

EXPERIENCE

Freelance (Remote) | 2020 - Present
- Led development for MYMC, a Minecraft community/server hosting 100+ daily players and a 2,000-member community.
- Designed and deployed 25+ custom Java mods, enhancing player engagement and server functionality.
- Streamlined server operations to handle daily traffic of 200+ players efficiently.
- Directed development for one of India's largest Minecraft servers, attracting 15,000+ unique players.
- Built and maintained server-side integrations, ensuring seamless gameplay experiences.

ZYMO (Remote) | Intern Web Team Lead | January 2025 – April 2025
- Led a team of 12 developers to develop the production web app of ZYMO.
- Contributed extensively to core features and was offered a permanent role.
- Interviewed and recruited 10+ developers to expand the web team.

EDUCATION

2025 | Bachelor of Computer Application (UG) | JAIN (Deemed-to-be) University, Bangalore

2022 | High school graduate (12th Grade) | St. Thomas Central School (CBSE), Trivandrum

2020 | Secondary school graduate (10th Grade) | Navajeevan Bethany Vidyalaya (CBSE), Trivandrum

SKILLS

Technical Skills: Python, Java, SQL, HTML/CSS, Node.js, React.js, Electron.js, Express, Git, Firebase
Soft Skills: Team collaboration, Attention to detail, Analytical thinking

PROJECTS

Valorant Profiler | https://github.com/Mevin-JR/Valorant-Profiler
- Created a desktop application for managing and tracking Valorant player accounts. The app integrates with the game's API to fetch real-time player statistics and information (Work in Progress).

AuraShield | https://github.com/Mevin-JR/AuraShield
- Developed a web application to analyze and detect potential toxins or harmful substances in cosmetic products. Utilized machine learning algorithms for accurate substance identification and provided users with an intuitive interface.

ChessGame | https://github.com/Mevin-JR/ChessGame
- Designed and implemented a custom chess game (logic built from scratch) using Python and Pygame (Work in Progress).