

Raj Pandya

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SUMMARY

Full-Stack Engineer building secure, scalable web apps (Spring, Agile). Strong coding, distributed systems, storage expertise. Passionate about innovative, low-cost tech for fault-tolerant systems. Seeking Product Design & Management role to focus on usability and product innovation. Empathy, respect, troubleshooting, authoring tools.

WORK EXPERIENCE

J&M Group

Full stack Developer (Industry Capstone Internship)

April 2024 – present

Skills: Html, CSS, React, Tailwind, Java, Spring boot, GitHub, PostgreSQL Server, Docker, Kubernetes, Redis, Kafka,

- Developed a high-performance Job notification system using React, Spring boot, PostgreSQL and Redis, enabling scalability to support 10,000+ concurrent users.
- Implemented Kafka to enable real-time processing and delivery of job notifications, ensuring users are promptly informed about jobs that match their preferences.
- Leveraged Kubernetes to orchestrate containerized microservices which made system highly available, resilient and scalable.
- Promoted a development culture centered around test driven design, adoption of design patterns, well-written code and rigorous unit testing using Junit, significantly enhancing code quality, coverage and reliability.

Nivi Data Consultant | Weather Forecast (Available on Play-Store)

Mobile Application Developer

jan 2022 – July 2022

Skills: Flutter, JavaScript, Firebase, Api, GitHub, GitHub Actions

- Developed a cross-platform application using Flutter, achieving 1000+ downloads on the play store.
- Utilized open-weather Api for real-time weather information.
- Gained Implemented features such as dark theme, Custom location search, and Searched location history.

EDUCATION

Humber College (post-Secondary Education)

Information Technology Solutions, GPA 82.7/100

Toronto, ON, CA

January 2023 – August 2024

Gujarat Technology University, Rajkot

Bachelor Of Computer Science, GPA 8.4/10

Rajkot, GJ, IN

April 2019 – August 2022

PROJECTS

Real-Time Multiplayer Chess Game

- Developed a Realtime multiplayer chess game using Nextjs, Tailwind CSS, MongoDB, Bun, WebSocket, Typescript that allows the users to play chess against random players online on the platform.
- Designed and implemented a custom WebSocket server using Bun that handles the queue of ready players and initializes and handles the game once both players are available.
- Implemented the moves history and its UI to display the ongoing moves made by both the players in real time and also store it once the game is over for future reference and for displaying player stats.

SKILLS

- Problem Solving, Communication, Time Management, Dependability, Accountability, Collaboration, Adaptability.
- Programming Languages: Html5, TypeScript, JavaScript, Python, Java, Qa, Ruby, Swift
- Frameworks/Libraries: React, NextJs, React Native Script, Angular, iOS, Node.js, Mongo
- Database: SQL, NoSQL, Realm MongoDB, MySQL, Firebase, Postgres SQL, Aws, Redis
- Fundamentals: Algorithm, Data Structures Architecture, Object Oriented Language, Functional