Pawan Pawar

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Skills

Languages: JavaScript, TypeScript, Java, HTML, CSS
Frontend: React.js, TailwindCSS, Zustand
Backend: Node.js, Express.js, EJS
Database & Storage: MongoDB
Real-Time & Streaming: Socket.io
Tools & Deployment: Git, Postman, Deployment on Render

Projects

Real-Time Chat App
MERN Stack, Socket.io, TailwindCSS, DaisyUI
github.com/PawanPawar11/chat-app |chat-app-jb6n.onrender.com

- Developed a real-time chat application with MERN stack, enabling users to exchange messages instantly using Socket.io.
- Implemented JWT-based authentication and authorization for secure user access.
- Designed responsive UI with TailwindCSS and Daisy UI, improving user experience across devices.
- Managed global application state using Zustand, ensuring smooth state updates.
- Integrated Cloudinary for media storage and retrieval.
- Deployed the app for free, showcasing end-to-end skills in development and deployment.
- Focused on robust error handling on both client and server sides.

Notes Web App
TypeScript, React, Express, MongoDB, TailwindCSS, shadcn/ui
github.com/PawanPawar11/NotesBox-V2 |example-frontend-ske5.onrender.com

- Developed a notes web app with full CRUD functionality using TypeScript and React.
- Designed a clean and responsive UI with TailwindCSS and shadcn/ui.
- Added dark/light theme toggle and quick note creation via a “New Note” button.
- Implemented React Router v7 for smooth client-side navigation.
- Enabled editing through a dedicated update route and smooth deletion without UI breaks.
- Utilized Axios for frontend API calls and CORS for frontend-backend communication.
- Built backend with Express and MongoDB, connected via REST APIs.
- Handled full-stack deployment on Render, covering both client and server.

Real-Time Chess Web App
JavaScript, EJS, Express, Socket.io, chess.js
github.com/PawanPawar11/Chess-Game | chess-game-cduv.onrender.com

- Created a two-player online chess game where moves update live for both players.
- Used chess.js to apply all standard chess rules like valid moves and turns.
- Set up a simple backend using Express to manage player roles and game state.
- Used Socket.io to send and receive moves between players in real time.
- First two users get white and black pieces, while others can only watch the game.
- Added drag-and-drop for moving pieces, with the board flipping for the black player.
- Designed the interface using EJS and styled it with CSS.
- Deployed the full project on Render so it can be played online.

Education

Sinhgad Institute Of Technology And Science, Narhe – BE in Computer Engineering *Expected Jun 2026*
CGPA - 8.67

SPM Polytechnic, Kumathe - Diploma in Computer Engineering *2023*
Percentage - 86.34