(+91) 8982603578 Gwalior, Madhya Pradesh Pradhumnd33@gmail.com

Pradhuman Demla

Software Engineer

Portfolio: pradhumndemla.io github/Pradhumndemla linkedin/pradhuman-demla

Talented individual with in-depth knowledge of designing and development tools and coding languages. Desirous of the role of Software Developer at your organisation. To apply 2+ years of work experience in innovating software designs, testing and coding as well as debugging programs and troubleshooting and augmenting the company's reputation

SKILLS

Languages JavaScript, PHP, Java

Library React Js, Redux, Bootstrap, JQuery

Framework Express Js, Laravel

Runtime Node Js

Databases MySQL and MongoDB

Tools VS Code, Git, Jira, Eclipse, MS Office, Jmeter, Selenium

TECHNICAL EXPERIENCE

MantraLabs | Software Engineer

OCT 2021 — Present

Care Health Insurance

Tools used: Laravel, PHP, MYSQL, Jira(Agile), GitLab

- Reduced manual effort by the Ops team by designing the proposal tracking interface.
- Implementing web design and development principles to build stable software.
- Collaborating closely with the team to support projects during all phases of delivery.
- Bringing mock-ups to life using HTML, CSS, JavaScript and React Js.
- Builds responsive websites and interactive features that drive business growth and enhance user experience using JavaScript.
- Monitoring website performance and rectifying front-end-related issues.
- · Responsible for developing and maintaining API using Laravel.

D-SYS | MERN Stack

SEPT 2020 — SEPT 2021

Tools Used: MongoDB, Express, React, Node, JSP, Servlet, Dotnet framework(C Sharp and ASPX).

- Building Prototypes based on client requirement.
- Improved User Experience by developing responsive design and interactive features.
- Analyzed requirements and developed, designed and implemented features.
- Communicated technical issues in an understandable manner to the team and clients. D-Edu

EDUCATION

B.Tech in Computer Science and Engineering, ShriRam Institute of Information Technology, Gwalior, M.P