

# Rohit Rawat

✉ rohitrawat5172@gmail.com | ☎ +91 -9306216485



/rohit-rawat

<https://github.com/RohitRawat2001>



/rohit-rawat

<https://www.linkedin.com/in/rohit-rawat-9a70b1230/>

## EXPERIENCE

### ● Java Developer Intern (Backend)

StrongMoments Technologies Pvt. Ltd.

( September 2024 – Present )

I handle daily tasks related to Java development, including building and maintaining REST APIs using Spring Boot. My responsibilities also include integrating PostgreSQL databases, implementing secure JWT authentication, and troubleshooting technical issues. I ensure timely delivery of assigned tasks and collaborate with the team to create scalable and efficient solutions.

## TECHNICAL SKILLS

- Data structures & Algorithms | Programming Language - **Java (Primary)** | Also familiar with - Python , C++
- Database Management : MySQL , Mongo db.
- Web Development : HTML, CSS, JavaScript
- MERN Stack , Spring Boot , MicroServices
- Git & Github

## ACADEMIC PROJECTS

### ● GoShopping

[[Github](#)]

- E-commerce Website (MERN Stack)
- Developed a robust e-commerce website using the MERN (MongoDB, Express.js, React, Node.js) stack.
- Implemented user authentication, product catalog, shopping cart functionality.
- Front-End: React.js, Redux(basic), Material-UI
- Back-End: Node.js, Express.js, JWT Authentication
- Database: MongoDB, MongoDB Atlas

### ● Cloud Contact Manager

[[Github](#)]

- A full-stack web application for managing contacts with advanced features:
- Implemented user authentication via email, Google, and GitHub using OAuth2 and Spring Security.
- Developed CRUD operations for contacts with image storage on Cloudinary.
- Enabled contact search by name, email, and phone number, with options to mark contacts as favorites.
- Built with Spring Boot, Spring Data JPA, Thymeleaf, MySQL, JavaScript (dark/light mode), Tailwind CSS, and Flowbite.
- Integrated Java email service for email notifications and input validation.

### ● Shooting Game

[[Github](#)]

- Created a 2D shooting game using JavaScript and HTML Canvas.
- Implemented player movement, shooting, and enemy generation.
- Designed and animated game elements using HTML Canvas.

## EDUCATION

### ● MVN University

(2020-2024)

- Bachelor's degree in computer science | CGPA: 8.08

### ● Dharam Public School

- 10th (CBSE)
- 12th (CBSE)

(2017-2018)

(2019-2020)