

# Saumitra Topinkatti

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GitHub: <https://github.com/SBTopZZZ-LG>

Portfolio: <https://this-is-saumitra.netlify.app>

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## CAREER OBJECTIVE

As a person who grew up with technology and who is passionate about exploring new skills, I would like to work and succeed in a challenging, progressive, and constantly evolving environment and adopt new skills and technologies to tackle my problems and promote self-development and also help achieve the organisational goals.

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## EDUCATION

<b>Bachelor of Engineering in Computer Science</b>	<b>December 2020 - May 2024 (expected)</b>
KLS Gogte Institute of Technology Belgaum	
<b>XII (74 %)</b>	<b>March 2020</b>
Govindram Seksaria Science College Belgaum	
<b>X (72 %)</b>	<b>April 2018</b>
Dnyan Prabodhan Mandir Belgaum	

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## SKILLS

Languages: C/C++, C#, Java, JavaScript, Python, Dart

Databases: MySQL, Firebase, MongoDB

Frameworks/Tools: React.js, Node.js, Express.js, REST API, Flutter, Android Studio, Xcode, GitHub, Visual Studio.

Other: IntelliJ IDEA, IntelliJ PyCharm, IntelliJ CLion, Data Structure and Algorithms, Debugging and Testing, Figma (UI/UX).

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## EXPERIENCE

<b>Part-time Flutter Developer Intern - Tharasis, Bangalore</b>	<b>April 2023 - June 2023</b>
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- Designed and maintained their business app, worked on new features and used MixPanel for analytics.
- Inquired for various 3rd party services on the behalf of the company regarding their plans and options.

<b>Full-time Node.js Developer Intern - Forty4Hz, Bangalore</b>	<b>March 2022 - June 2022</b>
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- Built and maintained several core micro-services written in JavaScript, frameworks like NodeJS to build backend services (REST APIs) and AWS.
- Researched on multiple API Documentations like Google's YouTube Analytics/Data API, Facebook GraphQL API, and LinkedIn API.
- Designed flexible unit tests for every functionality that I added with Jest.

<b>Mobile Development Intern at The Sparks Foundation</b>	<b>February 2022 - March 2022</b>
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- Built and maintained a mobile app that mimics a real-world banking app, with high-level technologies like Flutter and Dart.
- Implemented the Provider architecture by avoiding importing libraries and promoting Dependency injection.

<b>Software Developer at PlatN, Belgaum</b>	<b>June 2018 - March 2020</b>
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- Maintained critical services using Java and Android SDK to improve back-end performance.
- Used Firebase's real-time database and Cloud Messaging for real-time app updates and push notification services.

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## ACADEMIC PROJECTS

<b>Portfolio Website</b>	<b>May 2023 - June 2023</b>
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- Designed a portfolio website using React.js framework. Implemented a clean design architecture and project structure.
- Prepared a wireframe in Figma to come up with a unique concept and for design efficiency.

<b>Aura 2023 Website (Back-end)</b>	<b>March 2023 - April 2023</b>
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- Designed a website for the KLS GIT Aura 2023 festival with latest technologies like React, Tailwind CSS, React Refine Framework, and Node.js.
- Used MongoDB as our preferred database, and implemented complicated queries using MongoDB Aggregate functions.

- Implemented Micro-services architecture with Node.js and Express.js, and a clean project structure.
- Constantly tested and debugged the code for errors, along with Continuous Integration and Deployment.
- Website managed and hosted on Amazon Web Services's Elastic Computing.

## **CodeCollab**

**December 2022 - January 2023**

- Built a desktop software with Java, which enables programmers to collaboratively contribute on various projects in real-time.
- Implemented Socket programming concepts to establish, communicate and serve the project files from the host machine to the client machines.
- Used a customised Diff3 algorithm to automatically resolve merge conflicts on the go.
- Designed a custom and simple protocol for swift communication over the socket.
- Implemented Asynchronous programming using various synchronisation techniques like Locks and Message queues.

## **Flutter package: render\_box\_exposed**

**October 2022**

- Designed a Flutter package to expose a Flutter widget's RenderBox (a RenderBox is a rich class of attributes concerned with a widget's rendering constraints and offsets).
- Documented the code and the package description properly.

## **Archivit**

**September 2022**

- Built and designed a CLI application in Java which can create (with/without encryption), list and extract archives.
- Implemented a simple file structure with magic constants, appropriate headers for every file, and then followed by the binary data.

## **Email Scheduler v2**

**January 2022**

- Built and designed a desktop application with Java's Swing framework which enables end users to schedule and plan their emails on the go.
- Used Google's OAuth 2.0 to gain access to Gmail services, and then automating emails with a background service.