

Sameer Yadav

Full Stack Developer

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PROFESSIONAL SUMMARY:

I'm a full stack developer with hands-on experience in building web, backend, and mobile/3D applications. I help businesses by developing reliable, user-focused software that makes everyday work easier and improves customer experience. I enjoy solving real problems through clean, practical code and creating systems that last. What sets me apart is my ability to manage the full development cycle-from design to deployment-with a focus on teamwork and clear communication. I'm looking for a role where I can build meaningful products that support both users and business goals.

SKILLS:

- React.js, Node.js, Express.js, REST APIs, HTML5, CSS3, JavaScript, TypeScript, Python, C#, C++, Java
- MongoDB, PostgreSQL, MySQL, Firebase, AWS (EC2, S3), Docker, Git, Vercel, Netlify, Linux
- Full stack web application development, API integration, cloud deployment, and database management
- Agile and Scrum methodologies, project scheduling, stakeholder communication, version control
- Networking fundamentals: TCP/IP, DNS, VPNs, VLANs, and basic system setup and troubleshooting
- Problem-solving, teamwork, adaptability, creativity, and strong attention to detail

PROJECTS:

Full Stack Developer, Call a Technician (Admin and Technician Portal)

Jan 2025 – Present

As one of two full stack developers, I built the Admin and Technician Portal for a computer technician company (similar to Geeks2U). The platform manages customers, technicians, jobs, and invoices. My work includes a CRM with unique customer IDs and auto-fill, a job dashboard with calendar scheduling, technician assignment, invoice workflow with pricing rules, print views, and CSV export. Stack: React, Vite, Tailwind CSS, FullCalendar, Node.js, Express, MongoDB, JWT.

Achievements:

- Replaced manual price edits with rule-based pricing for base time and additional time.
- Linked Jobs, Invoices, Customers, and Calendar so updates flow without double entry.
- Added calendar scheduling with color status and quick-create to speed up assignments.
- Delivered print-ready invoices and CSV exports for faster admin tasks.

Android Developer, ATL (Space Exploration App)

Jul 2021 – Oct 2021

Built an Android learning app to explore the solar system in 3D. Implemented models,

animations, and interactions in Unity with C#, tuned scenes for smooth performance, and aligned visuals with the content team.

YouTube Demo: <https://www.youtube.com/watch?v=9dDQtavNqco>

Achievements:

- Delivered a working app used for ATL presentations.
- Matched scientific detail with clear visuals and simple navigation.

Game Developer, Balance 3D (Personal Project)

Jul 2020 – Nov 2020

Designed and developed a physics-based 3D mobile game in Unity with C#. Built core mechanics, animations, UI, and level progression.

YouTube Demo: https://www.youtube.com/watch?v=D_uVdsMsjBI

Achievements:

- Created and released a complete mobile game with 12 levels.
- Managed full lifecycle from design to development and publishing.

EDUCATION:

Bachelor of Information Technology (Software Engineering)

Federation University, Adelaide

July 2023 –Present | GPA: 6.5 / 7.0

REFERENCES:

Available upon Request.