



Ashwin Rupak S A B

Engage in various fields with determination to learn new stuffs and much more.

FULL STACK DEVELOPER | FREELANCER

My Contact

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🔗 <https://stackoverflow.com/users/18790765/ashwin-rupak-s-a-b>

Skills

- HTML
- C++
- REACT
- CSS
- PYTHON
- ANGULAR
- JAVASCRIPT
- JAVA

Education Background

- **B.E. (Computer Science & Engineering)**
K. RAMAKRISHNAN COLLEGE OF ENGINEERING
Completed in 2023
CGPA 9.16
- **HSC**
SWAMI MATRICULATION HIGHER
SECONDARY SCHOOL KEELAPALUVUR
Completed in 2019
Secured Percentage 85.67%
- **SSLC**
SWAMI MATRICULATION HIGHER SECONDARY
SCHOOL KEELAPALUVUR
Completed in 2017
Secured Percentage 95.8%

PROFESSIONAL EXPERIENCE

KAAR TECHNOLOGIES, CHENNAI | PRODUCT ENGINEER 2023 - PRESENT

Key Responsibilities:

- > Develop interactive websites using Angular and React.
- > Design and Develop Restful API's.
- > Follow Agile Methodologies for development.

FREELANCE PROJECTS

ZESTQUE | FULL STACK DEVELOPER | 2024

A B2C Application, of men's and women's fashion and trend clothing.

Key Responsibilities:

- Developed the website using React and Bootstrap.
- Managed the project using Git and Github.
- Designed Restful API's for backend.

COCO | FULL STACK DEVELOPER | 2024

A B2C Application, of coconut and its by-products.

Key Responsibilities:

- Implemented the website's frontend with React.
- Utilized Bootstrap for the website's styling.
- Designed RESTful APIs for backend services.

1 Year Internship (Web Development)

ADHYAAS SOFTWARE PRIVATE LIMITED, CHENNAI | REACT DEVELOPER 2020-2021

It's a startup company working on the project called "OiC", where to make optical website for B2B as well as B2C.

-> Worked in several modules such as **Website Builder, POS, CRM Inventory Management and Chatbot.**

Personal Projects

- **QR BASED AUTHENTICATOR (03/2022 - 04/2022)** - An offline way to authenticate the OTP without internet.
- **GRAPHICAL PASSWORD USING GAME INTEGRATION (04/2022 - 06/2022)** - A Graphical Password System developed for the fun purpose while entering password along with security features.
- **TEAM EQUESTER (06/2022 - 08/2022)** - An awareness game, made using Unity Technologies, to prevent people from doping and tips of maintaining strict balanced diet.
- **ABAC SCHEME ON EHR USING HYPERLEDGER FABRIC (01/2023 - 04/2023)** - A website to maintain health records of patients in a transparent and secure using private blockchain.

Language

- **TAMIL** (Native & Bilingual Proficiency)
- **ENGLISH** (Professional Working Proficiency)

Hobbies

- **Playing Games**
- **Listening Music**
- **Watching Anime**

Area Of Interest

- **Web Development**
- **Game Development**

Certificates

- INTERN CERTIFICATE FOR 1 YEAR COMPLETION IN WEB DEVELOPMENT - (12/2020 - 12/2021) issued by Adhyaas Software Private Limited
- SAP CERTIFIED DEVELOPMENT ASSOCIATE - ABAP WITH SAP NETWEAVER 7.50 (08/2022) issued by SAP via Credly

Achievements

- Won 1st Prize in **QUBE-IT 2K19** event named, '**Bug Buster**' on (08/2019) issued by K. RAMAKRISHNAN COLLEGE OF ENGINEERING
- Won 3rd Prize in **QUBE-IT 2K19** event named, '**AUCTION**' on (08/2019) issued by K. RAMAKRISHNAN COLLEGE OF ENGINEERING
- Won 1st Prize in **ESPERENZA'20** event named, '**CODE COLISEUM**' on (03/2020) issued by SRM TRP ENGINEERING COLLEGE
- Won 2nd Prize in **CREOSCADZ 2K22** event named, '**TUG OF CODE**' on (03/2022) issued by K. RAMAKRISHNAN COLLEGE OF TECHNOLOGY

Leadership

- **Was a class representative in the academic year (06/2019 - 06/2020)** , By Following the rules and be helpful to the mates and also guides them.
- **Was a President of Gaming Club in the academic year (07/2022 - Present)** , To make the game development grows, by bridges a path for the club at present, becomes a company in future.

Extracurricular Activities

- Was a member of the club named '**Encrypt Heureka**' in the academic year (01/2020 - 01/2022).
- Presented a paper in my college about '**Virtual Bots**' in the academic year (02/2020).
- Participated in a Two days Workshop about '**Android App Development**' organized by NIT on 19th and 20th October 2019.
- Initiated a gaming club named, '**Quaternion Gaming**' in the academic year (07/2022 - Present).

Responsibilities

- Organized a '**DEBUGGING CONTEST**' int the event named, 'QUBE-IT 2020' under '**Encrypt Heureka**' in the academic year (04/2020)
- Conducted a webinar in the topic of '**Python Programming**' for my juniors to learn the python programming language in the academic year (08/2020)