Sharayu Yeole

Backend Developer

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🔗 [Linkedin](#) | [Github](#) | [Leetcode](#) | [Codeforces](#) | [Scaler](#)

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Skills

- **Programming Languages** : Java, JavaScript, SQL
- **Libraries and Frameworks** : Spring Boot Framework, Node.js, Hibernate, Express.js, React, Angular, Redux, Tailwind CSS
- **Tools** : Intellij IDEA, Eclipse, Git and GitHub, Docker, Postman
- **Other Skills** : Data Structure and Algorithm (DSA), Competitive Programming, System Design, Microservices, REST full Web Services

Projects

E-Commerce Application

🔗 https://github.com/Sharayu003/Product-Service

- Designed and implemented a scalable **Product Service** using **Spring Boot** & **Microservices Architecture** for an **E-Commerce** platform.
- Developed **RESTful APIs** for product management with **Spring Boot** & **Spring Data JPA**.
- Implemented event-driven architecture using **Kafka** for **asynchronous** communication across **microservices**.
- Integrated **Redis** caching for static data to enhance **API** response times.
- Secured APIs using Spring Security & **JWT Authentication**.
- Wrote comprehensive unit & integration tests using **JUnit** & **Mockito**, achieving high **test** coverage.
- Deployed on **AWS** and used **Docker** & **Kubernetes** for containerization.

Tic-Tac-Toe Game

🔗 https://github.com/Sharayu003/tictactoe

- Developed a **console-based Tic-Tac-Toe game** using **Java**.
- Implemented **game logic** using **OOP** principles (Encapsulation, Abstraction, Polymorphism).
- Designed a **dynamic board system** that supports different grid sizes.
- Used **2D arrays** for board representation and algorithms for win condition checks.
- Optimized user input handling for real-time gameplay experience.
- Implemented a **turn-based** system with automatic validation of moves.
- Enhanced code **readability** and **reusability** through modular functions.

Education

Scaler   2024

Specialized in Software Development & Problem Solving

Coursework : Data Structure and Algorithm, Low Level Design, High Level Design

Pune University   2022

Masters in Computer Application(MCA) | 8.5 CGPA