

# Shreyash Gajanan Jadhav

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## EDUCATION

### Walchand College of Engineering

Bachelor of Technology in Mechanical Engineering

CGPA - 7.86

Sangli, Maharashtra

### Yashwantrao Chavan Institute of Science

Maharashtra State Board HSC

Percentage - 74.92

Satara, Maharashtra

## EXPERIENCE

### Atlas Primary

Pune

Software Development Engineer (Intern)

Jan-2024 - April-2024

- Automated 100+ test cases using Selenium, Selenide, Gherkin, and TestNG frameworks in Java, reducing manual testing effort by 80%.
- Developed and maintained RESTful APIs and mail services using Spring Boot, improving user experience and response time by 30%.
- Implemented robust security measures with Spring Security and JWT authentication, enhancing application security by 50%.
- Managed project dependencies with Maven/Gradle, reducing build times by 20% for efficient project development.
- Conducted unit testing with JUnit 5, achieving 95% code coverage, and participated in thorough code reviews to ensure code quality.
- Utilized Bitbucket for version control and streamlined deployment processes, reducing deployment time by 25%.

## PROJECTS

### Bank Application | Spring Boot, Spring Security, Maven, PostgreSQL, Postman API

Nov 2023 - Dec 2023

- Developed a secure and efficient **RESTful API** for managing banking operations.
- Implemented robust security measures with **Spring Security** and **JWT** for user authentication.
- Designed and developed **endpoints** for diverse banking operations, improving user engagement and functionality.
- Achieved **high availability and scalability** by deploying services using **Eureka**.
- Performed rigorous **unit testing** to maintain high **code quality** and reliability.

### Bingo Game (Web-App) | Java, Spring Boot, JavaScript, React.js, Firebase, MongoDB

April 2022 - May 2022

- Built a **real-time multiplayer Bingo game** using **React.js** for the frontend and **Spring Boot** for the backend, with **Firebase** as the production database.
- Integrated **WebSocket communication** with **STOMP.js** and a custom **HandshakeInterceptor** for secure, real-time gameplay.
- Ensured **concurrency control** with **ReentrantLock**, supporting two-player sessions while maintaining server performance for multiple connections.
- Streamlined workflows using **Spring Profiles**, switching seamlessly between **MongoDB** (development) and **Firebase** (production).
- Optimized **connection handling** with scoped locks, ensuring **high performance** and **scalability**.

## TECHNICAL SKILLS

**Programming Languages:** Java (Proficient), Kotlin, JavaScript

**Frameworks:** Spring Boot, Stream API, React.js, Selenium, Selenide, Gherkin, TestNG

**Web Technologies:** HTML, CSS, JavaScript

**Version Control:** Bitbucket, Git

**Databases:** MySQL, PostgreSQL

**CS Fundamentals:** DSA, System Design, OOPs, OS, Microservices

**Soft Skills:** Problem-solving, Troubleshooting, Strong Team Player, Effective Communication, Willingness to Learn, Flexibility, Open-mindedness