

# SHUBHAM LAL

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## Skills

<b>LANGUAGE</b>	JavaScript • Typescript • PHP • C/C++ • Python • Java
<b>BACKEND</b>	Node.js • Flask • Express.js • Fastify
<b>FRONTEND</b>	React.js • Next.js • Redux
<b>DATABASE</b>	MySQL • PostgreSQL • MongoDB
<b>MISCELLANEOUS</b>	Git & GitHub • Docker • Firebase • Replit • Codepen
<b>SOFT SKILLS</b>	Documentation • Problem solving • Time management

## Experience

### 1. Backend Developer Intern, eZ- The One App

Remote | Aug 2023 - Oct 2023

- Integrated *statistical graphs* on the Admin's Dashboard.
- Implemented an *Appointment Booking System* for users to create and book sessions.
- Implemented platform *notifications* with **Socket.IO** package.
- Optimized APIs for better response time on both client & server side code.

### 2. Frontend Developer Intern, AI Chef Master

Remote | March 2024 - May 2024

- Acquired proficiency in **Flask** while working with backend APIs.
- Developed and implemented various logics for form submissions on both the Add Recipe and Career pages.
- Executed a complete overhaul of the Dashboard and Portfolio pages by integrating Dark and Light theme modes.

## Education

**Higher & Senior Secondary**, B.D.M. International | Kolkata

2007 - 2021

**BTech in Computer Engineering**, Bengal Institute of Technology | Kolkata

2021 - Present

## Certificates

**JavaScript Algorithms and Data Structures**, freeCodeCamp

Mar 2023

**Back End Development and APIs**, freeCodeCamp

Mar 2023

**Data Visualization**, freeCodeCamp

Jul 2023

## Achievements

**Open Source Contributor**, freeCodeCamp | [View](#)

May 2023 - Jun 2023

**Web Dev Lead**, GDSC Bengal Institute of Technology | [View](#)

Sep 2023 - Jun 2024

## Projects

### WePaint

Sep 2023 - Present

Socket.IO Project

[Live](#) | [Source Code](#)

- Developed using **Next.js** framework written in **Typescript** and styled it with **TailwindCSS**.
- Integrated **Zustand** for efficient state management throughout the project.
- Create rooms effortlessly using **Socket.IO**, extending invitations to others for collaborative engagement.
- Customized drawing experiences with options to change brush color, background fill and brush thickness.

### GuessPaint

June 2024 - Present

Socket.IO Project

[Live](#) | [Source Code](#)

- Added auto-join rooms and fetch other available rooms from server.
- In a room of players, each player gets turn to draw and other players to guess the word.
- Integrated leaderboard system for the players who guesses the correct drawing.
- Added chat system for real-time communication among the players in a room.
- Created functionality to kick player from the room on the basis of vote count.

### Events Scheduler

May 2023 - Jun 2023

Google Cloud Project

[Source Code](#)

- Integrated **Google Calendar** to seamlessly create calendar events, complete with Google Meet links.
- Added guest invitation process, allowing for the inclusion of multiple guests through automatic email invitations.

### Clang Social

Nov 2022 - Jan 2023

MERN Project

[Live](#) | [Source Code](#)

- Engineered *Followers*, *Following*, *Friends* system seamlessly into user profiles.
- Leveraged the **ZEGOCLOUD** SDK to create real-time *video chat rooms*.
- Implemented input form validations with **Formik** and Schema validation using **Yup**.
- Utilized **Express FileUpload** middleware for effortless file uploads to **Cloudinary**.