



SHUBHAM LAL

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Skills

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

Experience

Frontend Developer Intern, AI Chef Master

Remote | March 2024 - May 2024

- Acquired proficiency in **Flask** while working with APIs.
- Developed and implemented various logics for form submissions.
- Executed a complete overhaul of the web pages by integrating Dark and Light theme modes.

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**.
- Optimized APIs for better response time on both client & server side code.

Education

BTech in Computer Engineering, Bengal Institute of Technology | Kolkata

2021 - 2025

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

2007 - 2021

Certificates

Data Visualization, freeCodeCamp

Jul 2023

Back End Development and APIs, freeCodeCamp

Mar 2023

JavaScript Algorithms and Data Structures, freeCodeCamp

Mar 2023

Achievements

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

Sep 2023 - Jun 2024

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

May 2023 - Jun 2023

Projects

GuessPaint

June 2024 - Present

Socket 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.

WePaint

Sep 2023 - Present

Socket Project

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

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

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**.