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   ***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   ***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.

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   ***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**.