Shubham Gaikwad

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Technical Skills

Programming Language: JavaScript (ES6+)
Frontend Technologies: HTML5, CSS3, React.js, Bootstrap, Tailwind CSS, GSAP
Backend Technologies: Node.js, Express.js
Database: MongoDB

Experience

BEONEXPERT Technologies Pvt. Ltd.   **Jun 2024 – Nov 2024**
Full Stack Intern   *Ahmednagar, India*

- **Developed a Super Admin Module** – Enabled user registration and access management.
- Built a **Dynamic Menu Master** – Automated menu creation with URL generation, icons, hierarchy, and VS Code file auto-generation.
- **Implemented Role-Based Access Control** – Designed a user authorization system with **3 access levels** (Full, Read-only, None) for **N** menus.
- **Applied MVC architecture** to improve code maintainability and modularize features, allowing for smooth feature updates and troubleshooting.
- **Integrated Node.js & SQL Server** – Ensured smooth backend processing and data handling.

Personal Projects

Subscription Tracker API - Backend Project | *Node.js, Express.js, MongoDB*   **23rd April 2025 – 26th April 2025**

- Designed and implemented a **backend system** for tracking user subscriptions efficiently.
- **Secured APIs** using **Arcjet**, ensuring robust authentication and authorization.
- **Automated subscription tracking** with **Upstash Workflows**, reducing manual intervention.
- Implemented user authentication with **JWT and bcrypt.js for secure login**.
- **Utilized MongoDB with Mongoose** to manage and structure subscription data effectively.
- **Integrated email notifications** using **Nodemailer**, alerting users about upcoming renewals.

Live Project: https://subscription-tracker-6dlo.onrender.com
Git: https://github.com/Shubham112004/subscription-tracker

Immersia VR Gaming Studio – Frontend Project | *React.js, Tailwind CSS, GSAP*   **3rd March 2025 – 5th March 2025**

- Developed a **fully responsive** VR gaming studio interface using **React.js** and **Tailwind CSS**, ensuring seamless experience across devices.
- Implemented **engaging UI animations** with **GSAP** to create smooth, interactive transitions and immersive visual effects.
- Focused on **user engagement** and **modern design principles**, leading to a dynamic and captivating user interface.
- Applied **component-based architecture** for scalable and maintainable frontend development.

Live Project: https://vrstudio.vercel.app
Git: https://github.com/Shubham112004/Immersia-VR-Gaming-Studio

Education

Pune University   **Jun 2021 – May 2025**
Bachelor of Engineering, Computer Science
GPA: 9.00/10.00

Pune University   **Mar 2020 – Feb 2021**
Higher Secondary Certificate, Science
Percentage: 88.83/100