

Vijay Kumar

Software Engineer | Java & Backend Systems



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About Me

Software Engineer with a strong background in building backend applications using Java, Spring Boot, and WebSockets. I focus on designing scalable systems, implementing efficient algorithms, and contributing to Open Source. Experienced with Linux/Ubuntu environments and Git-based workflows, and committed to writing clean, maintainable code for remote-first teams.

Technical Skills

- Languages: Java, JavaScript, HTML.
- Backend & Frameworks: Spring Boot, Java WebSockets, JPA, Maven.
- Architecture: Low-Level Design (LLD), High-Level Design (HLD), Concurrency, Object-Oriented Programming (OOP).
- Tools: Git, GitHub, Linux (Ubuntu).
- Fundamentals: Data Structures & Algorithms (DSA), Operating Systems, Computer Networks.

Technical Projects

Data Structures & Algorithms (Java)

- Implemented core data structures such as linked lists, trees, and graphs using Java to solve complex computational problems.
- Analyzed and optimized time and space complexity for various sorting and searching algorithms.
- Wrote clear logic and test cases for each implementation to ensure code reliability. (Will be added soon)
- Github: github.com/VijayKumarCode/DSA_java

Multiplayer TicTacToe Engine

- Built a network-based multiplayer game using Java WebSockets and Java Sockets.
- Managed multiple concurrent user sessions efficiently by applying multithreading and parallelism.
- Designed the backend logic to handle real-time state synchronization across different clients.
- Github: github.com/VijayKumarCode/TicTacToe_java

Professional Portfolio Website

- Developed a responsive web platform to showcase technical projects and engineering experience. Utilized HTML, CSS, and JavaScript to create a clean, performance-optimized user interface.
- Ensured cross-browser compatibility and responsive design for various screen sizes.
- Github: github.com/VijayKumarCode/Portfolio_web
- Live: vijaykumardev.vercel.app

Education

Master of computer Applications(MCA) | AKGEC