**SACHIN DUHAN** Email: [duhan.sachin@outlook.com](mailto:duhan.sachin@outlook.com)

A close-up of a sign

Description automatically generated

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[chduhan (github.com)](https://github.com/chduhan)

**SKILLS SUMMARY**

* **Languages:** Java, Python, Kotlin, Ruby, JavaScript, .Net, SQL
* **Frameworks:** Angular, Node.js, Spring Boot
* **Tools:** Jenkins, GitHub Actions, Docker, Kubernetes, Terraform
* **Platforms:** AWS, Microsoft Azure, Google Cloud Platform
* **Soft Skills:** Agile and Scrum practices (JIRA) , Excellent written and verbal communications, Problem-solving

**CERTIFICATES**

**Oracle Certified Associate, Java SE Feb - 2025**

* Validates foundational Java programming skills, including object-oriented principles, basic Java syntax, and building Java applications, essential for entry-level Java developers.

**AWS Certified Cloud Practitioner (CLF-C02)** (In Process)

* Validates foundational knowledge of AWS Cloud concepts, security, billing, pricing models, and core AWS services, essential for cloud-based roles and IT professionals

**EDUCATION**

**Sheridan College (Davis Campus)** Ontario, Canada

Computer Programming (OCD) ; GPA: 3.50 **Jan 2023 – Apr 2024**

**WORK EXPERIENCE**

**Software Developer | Congrous Inc. May 2024 – Oct 2024**

* **Developed and maintained** web applications using Java, Spring Boot, and Angular, focusing on building scalable and efficient solutions.
* **Collaborated in an Agile environment**, participating in daily stand-ups and sprint planning sessions to deliver projects on time.
* **Implemented RESTful APIs** to streamline communication between frontend and backend services, improving system integration.
* **Deployed applications on AWS**, utilizing EC2, S3, and RDS for secure and reliable cloud hosting.
* **Assisted in CI/CD processes**, using Jenkins and Docker to automate build and deploy pipelines.

**PROJECTS**

**Blackjack Game Jan 2024 – Mar 2024**

* Developed a fully functional Blackjack game in Java using OOP principles (encapsulation, inheritance, polymorphism).
* Implemented game logic, card shuffling, and player interactions for a realistic gameplay experience.
* Enhancing the game with AI-based opponents, GUI using JavaFX/Swing, and multiplayer mode via socket programming.
* Skills Gained: Java, OOP, Game Development, Data Structures, GUI Design, Networking

**Family Event Scheduler (Spring Boot Application) Nov 2023 – Dec 2023**

* Developed a full-stack event scheduling application using Spring Boot in Eclipse.
* Designed RESTful APIs for managing family events, user authentication, and notifications.
* Integrated a PostgreSQL/MySQL database with JPA/Hibernate for efficient data storage.
* Added features like email reminders, role-based access control, and a front-end with Angular/React.
* Skills Gained: Java, Spring Boot, REST API, Hibernate, SQL, Authentication, Full-Stack Development

**Angular Card Game (Interactive UI & State Management)**  **Jul 2023 – Sept 2023**

* Built an interactive card game using Angular, allowing users to rotate cards on button clicks and switch between tabs dynamically.
* Designed a responsive UI with Angular Material and optimized state management with RxJS.
* Improved performance by implementing lazy loading and component-based architecture.
* Skills Gained: Angular, TypeScript, UI/UX, RxJS, Component-Based Architecture, Responsive Design.