

# P Chetan Raghava

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## Professional Summary

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Enthusiastic and solution-oriented software engineer with hands-on experience in frontend development, augmented reality (AR), and full-stack application development. Strong foundation in Java, React, Angular, and 3D technologies, with a passion for delivering clean, user-friendly experiences. Adept at collaborating across disciplines and managing projects from concept to deployment

## Area Of Expertise

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**Professional Skills :** Front-end Development, UI Design, Problem Solving, Team Collaboration, Design Understanding

**Technical Skills:** Angular , HTML5, CSS3, Tailwind CSS, TypeScript, Node.js, Java, Spring Boot, MySQL, React JS, System Design, GitHub, Git, GitLab, Postman, Docker, Linux, Next.js

## Professional Experience

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### Software Engineer – COMET Application Team | eBS Tech | June 2023 – Present (Remote)

Designed and developed a robust intranet application called COMET using Angular and Java Spring Boot. Led the team in designing and developing the front-end screens using Angular, focusing on modularizing code to improve efficiency and maintainability while integrating seamlessly with the backend. Collaborated closely with the backend team to ensure smooth integration and participated actively in bug fixing. Also contributed as part of the testing team, ensuring the system was robust enough to meet all predetermined test cases, while maintaining high code quality and system stability. Delivered the core CRM module of the application, which involved integrating complex business logic in a seamless manner to provide the highest quality user experience. Additionally, played an integral role in developing the front-end screens and underlying logic for the ticketing system, enabling users to log issues in the system via email. Also developed a comprehensive auditing feature that automated a process previously done manually via Excel, allowing users to view and manage audit logs directly within the application, with the added ability to export data to Excel as needed.

### AR Developer | Freelance Client | Cairo, Egypt | Feb 2023 - April 2023

Worked as a freelance AR Developer, where I developed a virtual try-on web application for a clothing e-commerce platform, allowing users to visualize garments on their bodies in real time. Built the front end using React, ensuring a responsive and user-friendly interface, and utilized Three.js to render and animate 3D clothing models directly in the browser. Integrated Geenee's full-body tracking kit to enable accurate real-time body tracking and garment overlay. Closely collaborated with designers and 3D modelers to ensure the try-on experience was both realistic and engaging. Delivered an innovative and immersive solution that significantly enhanced the online shopping experience by bridging technology and fashion through augmented reality.

## Projects

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### YouTube Live Subscriber Goal Widget

A real-time widget that tracks and displays a YouTube streamer's subscriber count using the YouTube Data API v3. Developed with pure HTML, CSS, and JavaScript, it features a circular progress animation and live-updating count text. The widget responds instantly to subscriber changes, and when a defined milestone (e.g., 500 subscribers) is reached, it automatically advances to the next goal (e.g., 1000), making it ideal for live streams and audience engagement.

### AI Travel Planner - Travel Itinerary Planner

An intelligent web application that generates personalized travel itineraries using AI. Built with React for a responsive and user-friendly interface, the app integrates with OpenAI's GPT-3 via a serverless backend powered by Altogic. Users can input their destination, travel duration, and preferences to receive custom day-by-day travel plans instantly. The project demonstrates seamless integration of AI-driven content generation with modern web development practices.

## Education

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Bachelor of Engineering in Information Science - AMCEC | 2019 – 2023 | CGPA: 8.3