

## SKILLS

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- **Languages:** C, C++, Python, JavaScript
- **Frontend:** React.js, HTML, CSS, TailwindCSS, Bootstrap
- **Backend:** Node.js, Express.js, REST APIs, Socket.io
- **Databases:** MongoDB, MySQL, PostgreSQL
- **Tools:** Git, GitHub, Postman, Scrapy, Playwright, Docker, Redis, Celery, Looker Studio
- **Coursework:** OS, DBMS, CN, OOP, DSA, System Design Fundamentals

## EXPERIENCE

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- **MediaAmp** *June 2025 – Present*
  - *Software Developer*
  - Developed Looker Studio dashboards to monitor spider health, proxy quality, failure patterns, and data freshness across 10+ retailer crawlers.
  - Improved underperforming spiders by enhancing selectors, retry logic, and proxy routing, resulting in a **20–25% increase in crawl stability and accuracy**.
  - Achieved **99% adherence to the 1-day SLA** for daily listing-page updates through proactive monitoring and fast remediation workflows.
  - Increased pipeline reliability by reducing failure occurrences and stabilizing throughput across multi-stage crawling processes.
  - Operated distributed **Scrapy and Playwright** crawlers orchestrated via **Airflow, Celery, Redis** to process lakhs of URLs/day under anti-bot constraints.

## PROJECTS

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- **Real-Time Chat App** | [GitHub](#) | [Live Demo](#)
  - Full-stack messaging platform using **React, Node.js, Socket.io** and MongoDB with JWT auth and OTP verification.
  - Implemented Redis caching to reduce message retrieval latency; responsive UI built with TailwindCSS and DaisyUI.
  - Managed global state via Zustand and ensured real-time presence (online/offline) and reliable delivery.
- **Game Listing Website** | [GitHub](#) | [Live Demo](#)
  - Responsive React app (Vite) with search, filters, screenshots and detailed game pages; state via **Redux Toolkit**.
  - Per-user bookmarks with Clerk auth and localStorage persistence; shimmer loaders, custom error pages and pagination.
  - Implemented **automated CI/CD** using GitHub Actions to build and publish **Docker** images on every push to **main**, enabling consistent and production-ready deployments with Nginx.

## ACHIEVEMENTS

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- Solved **200+** problems on [LeetCode](#) and [Code360](#). Earned **Top League** status on Code360.
- Selected for **HackIt Sapiens** hackathon, ranked among top shortlisted teams across participating colleges.

## EDUCATION

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- **Poornima College of Engineering, Jaipur** Jaipur, Rajasthan  
*2022 – 2026*
  - *B.Tech in Computer Science (Cyber Security); CGPA: 7.5*
- **Kendriya Vidyalaya I.S.A., Mount Abu** Mount Abu, Rajasthan  
*2020 – 2021*
  - *CBSE Class XII — 78%*
- **Rotary Integrated Secondary School** Mount Abu, Rajasthan  
*2018 – 2019*
  - *RBSE Class X — 82%*