# **PRIYA**

# FULL STACK DEVELOPER

### CONTACT

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# **SKILLS**

- HTML
- CSS
- JAVASCRIPT
- REACT.JS
- TAILWIND CSS
- NEXTJS
- NODE JS
- MONGODB
- POSTMAN
- PYTHON

## **EDUCATION**

### KR MANGALAM UNIVERSITY

Masters in Computer Application [2023 - 2025]

#### KL MEHTA DAYANAND COLLEGE

**Bachelors** in Computer Application [2020 - 2023]

# **PROFILE**

FullStack Developer skilled in React.js, Next.js, Node.js, Express.js, and MongoDB with experience in building responsive UIs, RESTful APIs, and deploying full-stack apps on Vercel/Netlify. Proficient in JavaScript, HTML/CSS, Git, and working in Agile environments to deliver scalable, optimized, and secure web applications.

## **WORK EXPERIENCE**

## **FULL STACK DEVELOPER - INTERN** WEBISTIC.IN

JULY 2024 - AUG 2024

- Developed and maintained dynamic front-end features using HTML, CSS, JavaScript, React.js, Bootstrap, and Tailwind CSS to create responsive and user-friendly web interfaces.
- Participated in code reviews to ensure high code quality, adherence to coding standards, and implementation of best practices in frontend development.

#### WEB DEVELOPER - INTERN

MARCH -2024

**CODTECH IT SOLUTIONS** 

- Actively contributed to full stack web development projects within a collaborative software, engineering team, gaining hands-on industry experience.
- Implemented innovative solutions to enhance user experience (UX) and user interface (UI), using technologies like React.js, JavaScript, and Tailwind CSS.

### **PROJECTS**

### Gloss Beauty(eCommerce Website)

- · Built a responsive e-commerce web application using React.js, implementing key features such as product listing, category-based filtering, shopping cart functionality, and client-side routing with React
- Utilized reusable components, state management with React Hooks, and modular CSS/Tailwind CSS for a clean and maintainable user interface (UI).

### Chess Game

- Developed a real-time multiplayer chess game using Socket.io and Node.js, enabling two players to connect, play, and interact in sync over web sockets.
- Implemented server-side game logic, move validation, and real-time event handling to ensure smooth gameplay and rule enforcement.

