

# Ravik Ganguly

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## EDUCATION

### JADAVPUR UNIVERSITY

Bachelor of Engineering,  
Information Technology  
June 2020 | Kolkata, India  
CGPA: 7 / 10

### CALCUTTA PUBLIC SCHOOL

High School  
Grad. May 2016 | Kolkata, India  
Percentage: 95.3%

## LINKS

Github:// [g-ravity](#)  
LinkedIn:// [ravik-ganguly](#)

## COURSEWORK

### UNDERGRADUATE

Data Structures & Algorithms  
Database Management Systems  
Operating Systems  
Computer Networks  
Cryptography and Cybersecurity  
System Design

### RELEVANT COURSES

#### Udemy

MongoDB - The Developer's Guide •  
Node.js : Building RESTful APIs •  
Modern React with Redux • Advanced  
React and Redux • React Native +  
Hooks Course • Node.js : Advanced  
Concepts • Junior to Senior Web  
Developer Course • Electron for  
Desktop Apps • Python and Django  
Full Stack Bootcamp • The Ultimate  
MySQL Bootcamp • Docker &  
Kubernetes : The Complete Guide

## SKILLS

### PROGRAMMING

#### General:

Server Side Programming •  
Algorithms • Database

#### Languages:

JavaScript • Python • C++ •  $\text{\LaTeX}$

#### Tools / Framework:

NodeJs • Express • django • MySQL  
ReactJs • Redux • React Native  
Docker • Kubernetes • MongoDB

## EXPERIENCE

### WINSOME IT SOLUTIONS | Full Stack Javascript Developer

Oct 2019 - Present

- Developed the Winsome Official Website, Callpay Website, and internal CRM of the organization
- Providing consultation about MERN stack and backend development in general

### DUMANHILL TECHNOLOGIES | Web Developer Intern

Feb 2019 - Apr 2019

- Enhanced the frontend of an online health monitoring app in Angular and Bootstrap
- Helped to strategize and develop the admin panel of the health monitoring app
- Started to migrate the system architecture from monolithic to distributed microservices architecture, to scale the app horizontally
- Developed the API of an e-commerce app using Node.js, Express and MongoDB. Features included OTP authentication and Payment Gateway integration
- Designed the UI/UX and developed the screens of the e-commerce app in Android

## PROJECTS

### WAR OF WORDS | Multiplayer Text Battle Web Game

Apr 2019 - May 2019

- Developed all screens with React Native based on Flux architecture
- Implemented Websockets using Socket.io for realtime client server communication
- Added private room functionality using GUID and Socket.io rooms
- Designed turn based game system using Node.js and client side Javascript

### SUJI DOKUSHIN | The authentic Japanese Sudoku Game

Sept 2019 - Sept 2019

- Implemented recursive backtracking algorithm to generate Sudoku boards of varying difficulty
- Built all the screens using functional components and React hooks
- Flux architecture using React Context

### AMAZEING | The Maze Game

Aug 2019 - Oct 2019

- Implemented recursive Backtracking algorithm to generate mazes of varying difficulty
- Developed stack data structure to replace the default Javascript function call stack, to handle the large number of recursive operations
- Implemented MVC pattern using ES6 modules and classes, to separate the maze model and view logic

### GITHUB SCRIPT | Manage Github right from the terminal

Jul 2019 - Aug 2019

- Implemented browser automation using Selenium Webdriver, to delete specified github repositories
- Implemented command line animation in a background thread