Ganesh Muniganti

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Projects

Real-Time Chat Application Using Node.js and SocketIO, *Chat application*
- Constructed a real-time chat application using Node.js and SocketIO to gain experience with event-driven programming, server-side and client-side programming, and error handling. This project demonstrated my ability to create scalable, responsive, and dependable real-time apps.
- Used by 50+ users in 6 months

Responsive Website Using HTML, CSS, and JavaScript
- Created a responsive website project using HTML, CSS, and JavaScript. This project allowed me to gain knowledge about website structure, presented a website using CSS, and make a website behave using JavaScript. I also gained a better understanding of various browsers, text editors, and debugging tools used in web development.
- Optimized for 10+ devices and browsers

Hangman game
- Developed a Hangman Game application using Python that enhances the user's thinking power by finding missing letters in middle words. This simple game is perfect for playing while traveling or on the way to the office. The project allowed me to sharpen my Python programming skills and learn more about game development.
- Used and Tested by 10+ users in college

Summary

As an enthusiastic and meticulous web developer and UX designer, I am proficient in HTML, CSS, CSS3, JavaScript, and TypeScript. With expertise in ReactJS, Redux, Saga, and Material UI, I have extensive experience in consuming GraphQL and REST APIs. I have also gained experience in web-based programming using Node.js, common front-end development tools such as Babel, Webpack, NPM, and Yarn, and cross-browser development and responsive web design. In addition, I possess sound knowledge of OKTA integration and Web Push Notifications. I am eager to use my academic training and technical expertise to produce user-centered designs that exceed my clients' expectations.

Skills

Skill	Level	Skill	Level
HTML5	● ● ● ● ○	CSS3	● ● ● ● ○
Javascript	● ● ● ● ○	Typescript	● ● ● ● ○
ReactJS	● ● ● ● ○	Redux	● ● ● ○ ○
REST API's	● ● ● ○ ○	Node.js	● ● ● ○ ○
NPM	● ● ● ○ ○	Python	● ● ○ ○ ○
PHP	● ● ○ ○ ○	Responsive web design	● ● ● ○ ○
Material UI	● ● ● ○ ○		

Education

Bachelor of Science in computers, 2019-22, *Osmania University*
- Graduated with a GPA of 6.9/10.0
- Completed coursework in various programming languages such as Java, Python, and C++
- Participated in coding competitions.

Certificates

UX Kickstarter Workshop by GrowthSchool: ⤢
Completed a 15-Days workshop and learned essential UX skills such as information architecture, design thinking, wireframing, UX research, and prototyping. Designed and presented a high-fidelity prototype of a travel app, which received positive feedback from peers and instructors.

Web Application Developer Certification by Pixxel Arts:
Equipped with the skills required to develop web applications using a variety of programming languages and frameworks. Specifically, the program covered MongoDB, Node.js, Express.js, jQuery, Bootstrap, and JavaScript.
Completed a real-world project, a social networking app with chat feature, which received 4.8/5.0 rating from the mentor.

UI/UX Design Certification by Internshala: ⤢
Through the program, I gained an in-depth understanding of design principles, including typography, color theory, web design, and user interface design. I also learned how to use Figma software.

Declaration

I hereby declare that all the information provided in this resume is true and accurate to the best of my knowledge. I understand that any false statement or misrepresentation can lead to disqualification or termination of my employment. I authorize the verification of any and all information listed in this resume.