PUSHPENDRA SAPKALE

FULL STACK DEVELOPER

+919977369753 dev.psapkale@gmail.com https://pushpendra-sapkale.web.app





CAREER OBJECTIVE

Experienced Full Stack Developer with two years of experience in creating dynamic and usercentric web applications. Proficient in both frontend and backend technologies, With a strong foundation in software engineering principles. If you're seeking a versatile Full Stack Developer who can consistently deliver solutions, I'm eager to contribute my skills to your development initiatives.

RELEVANT SKILLS

- JAVA
- HTML 5
- OOPs
- CSS 3
- DSA
- Bootstrap 5
- JavaScript
- TypeScript
- EcmaScript
- Angular

Ag Grid

Node JS

NVM

- MySQL
- RxJS Express JS
- SQL
 - RDBMS

WORK EXPERIENCE

FULL-STACK DEVELOPER (ANGULAR, NODEJS, MYSQL)

Engineer Philosophy Web Services

August 2022 - Present



- System design of new module named Sales Advisory from scratch
- Created a standalone data analytics component using Ag-Grid
- Developed a drag and drop feature using angular cdk drag-drop
- Got token of salesforce user using google OAuth 2.0
- Developed API authentication system, restricts users to use eatch other's APIs
- Migrated whole backend system from NodeJS v8 to v18 in Express JS

UI DEVELOPER (ANGULAR, MAPBOX, TURF.JS)

Engineer Philosophy Web Services

December 2021 - August 2022



- API integration with Angular
- Managed geojson data state in each component in a module called Map Maker
- Design UI on Angular also solved design issues of data table in GIS data module
- Research on Turf.js library and developed a intersect polygon mode
- Developed a mouse hover effect on Mapbox Map to show custom messages

PERSONAL PROJECTS

GEOJSON CREATOR TOOL (ANGULAR, MAPLIBRE, TURF.JS)

August 2022 - Present





- Build it from scratch by myself
- Deployed on firebase

EDUCATIONAL HISTORY

MASTER OF COMPUTER APPLICATIONS

Medi-Caps University, Indore (MP)

2019 - 2021

OUTSIDE INTERESTS

NATIONAL LEVEL FOOTBALL PLAYER

- Played Football on national level
- Won state football championship