LUBEN FRANK GONSALVES

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PROJECTS

HTTP Client (Electron-based)

AttainU

Jul 2019

Repository

A cross-platform desktop application (Windows, Mac, Linux) for interacting with HTTP based API's.

- Designed a **serverless** application by using local storage of the browser.
- Developed a feature for organizing HTTP based APIs in a bucket called **collection** which is **shareable**, making it easier to share collections amongst the team.
- Implemented interface for accessing and manipulating parts of HTTP pipeline, such as requests and response for the Fetch API.

Recipe Finder Jul 2019

Food2Fork | Repository

An application to find a recipe for cooking.

- Developed a single page application which allowed navigation without page refreshing.
- Built **reusable** components which were used in more than one **route** hence eliminating the violation of Don't Repeat Yourself (DRY) principle.

SocioTube May 2019

SocioTube | Repository

An application which gives feeds on social causes around the world.

- Developed video upload with the help of multiparty and cloudinary.
- Implemented video verification by setting the flag for each video and allowing it to show in the timeline only when the flag is true.
- Built user authentication and form validation.

LANGUAGES & TECHNOLOGIES

- MERN Stack Javascript (ES5 & ES6), MongoDB, Express.js, React.js, Node.js
- Python, Handlebars.js, Heroku, GIT

EDUCATION

Software Engineering AttainU Feb 2019 - Present

- Full-stack web development using MERN stack.
- Core software engineering, data structures and algorithms.

Mangalore MITE Aug 2014 - Jul 2018

- B.E, Computer Science Engineering.
- Operating Systems, database systems and computer networks.

POSITIONS OF LEADERSHIPS/EXTRACURRICULAR ACTIVITIES

- Served as coordinator for TEDx event (TEDxMITE) which was a team of 20 held at Mangalore institute of technology and engineering in 2016.
- Mentoring 5 junior students at AttainU by reviewing their code and helping them with their projects.