LUBEN FRANK GONSALVES

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PROJECTS

HTTP Client (Electron-based) AttainU Jul 2019

- Repository
- Built a cross-platform desktop application (Windows, Mac, Linus) for interacting with HTTP based APIs.
- Designed a **serverless** application by using local storage of the browser.
- Designed and Implemented a feature for *organizing* HTTP based APIs in a bucket called **collection** which can be exported and imported making it easy 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 AttainU Aug 2019

- <u>Food2Fork</u> | <u>Repository</u>
- Designed and implemented an application to find a recipe for cooking.
- Built a single page application with the help of react-router.
- Built reusable components which were used in more than one route hence eliminating the violation of Don't Repeat Yourself (DRY) principle.

SocioTube AttainU May 2019

- SocioTube | Repository
- Built a Social application which gives feeds on social causes around the world.
- Implemented a video upload with the help of multiparty and cloudinary.
- Implemented user authentication with error handling.

LANGUAGES & TECHNOLOGIES

- MERN Stack Javascript (ES5 & ES6), MongoDB, Express, React, NodeJS
- Python, Heroku

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 students at AttainU by reviewing their code and answering their queries.