

MINAL KULKARNI
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PROFESSIONAL SUMMARY

Experienced Front-End Software Engineer with **3 years** of expertise in developing dynamic web applications using React, JavaScript, HTML, CSS, and Node.js by collaborating with diverse teams. Proven track record in project delivery, and performance enhancement. Adept at creating user-friendly interfaces and ensuring seamless integration of new features. Recognized for delivering high-quality results within tight deadlines and improving user experience through innovative solutions. Given the opportunity, I am also eager to enhance and deepen my knowledge in Backend development.

TECHNICAL SKILLS

Programming Languages: JavaScript, TypeScript, C.

Frameworks, Libraries and Tools: React (React.js), Node.js, AWS (EC2, S3, Lambda), React Hooks, Redux, Styled Components, Angular, HTML, CSS, jQuery, Tailwind, Bootstrap, SASS, JSON, GraphQL, Apollo, CI/CD, Docker, Jira, Git, Bitbucket.

Other Skills: MySQL, Mongo DB, Responsive Web Design (RWD), Agile (Scrum), Figma.

EXPERIENCE

Cybage Software Pvt. Ltd.

Client: Classy (now a part of GoFundMe)

Software Engineer

Pune, India

Sept 2020 – Aug 2023

1. Developed customer-facing web applications using React and TypeScript for Classy, a leading fundraising platform acquired by GoFundMe.
2. Translated the design team's UX mockups (Figma) into responsive, interactive features, for Admin Dashboard.
3. Integrated different APIs using GraphQL query language and Apollo in web applications.
4. Translated the design team's UX mockups into responsive, interactive features, for the Admin Dashboard for the fundraising website.
5. Migrated features from Angular to React, resulting in a **30% performance improvement**.
6. Independently integrated a Salesforce chatbot into the project enhancing user interaction and support.
7. Conducted thorough code reviews to ensure code quality, extensibility, and reusability, resulting in a 15% reduction in post-deployment issues.
8. Collaborated with cross-functional teams to enhance product functionality and improve user experience.
9. Followed Agile (SCRUM) methodologies to manage and deliver projects on time.
10. Integrated web accessibility to Angular and React Components.

EDUCATION

University of Bath

MSc Computer Science

Relevant Modules: Principles of Programming (Java, Python), database, Software Engineering, AI.

Bath, UK

Sept 23 – Oct 24

Centre for Development of Advanced Computing (CDAC)

Post Graduate Diploma in Advanced Computing

Percentage: 64.60 %

Relevant Modules: C, C++, Object Oriented Programming (OOPs), Algorithms and Data Structures, Java, .NET, PHP, MEAN.

Pune, India

Aug 2019 – Feb 2020

Pune Institute of Computer Technology (PICT), Pune.

Bachelor of Engineering, Electronics and Telecommunications

CGPA: 7.34/10

Pune, India

Jul 2015-May 2019

PROJECTS

1. Digital Donor Engagement: The Impact of Motivational Messages and AI-Created Content on Monetary Donations (MSc Dissertation)

- The project involved building a full-stack web application, conducting A/B testing, and analyzing donor behavior through survey.
- Explored the effectiveness of motivational messages and AI-generated content to enhance donor engagement and increase donations on online fundraising platforms.

Technologies: React (React.js), Redux, React Hooks, Node.js, Sequelize, MySQL, JWT authentication, Heroku, ChatGPT, Formik, Bootstrap.

2. Shopping Application ([link](#))

- Built a basic Shopping Application to learn React, in which the user can Register, Login (All validations applied), Shop, Edit Profile, view order Summary, view cart, etc.

Technologies: React (React.js), React Hooks, Lodash, Styled Components, local and session storage.

3. Bestify your time

- The website helps break boredom and evolve simultaneously by offering brain teasers, logical thinking quizzes, general knowledge quizzes, and single-player game zones.
- Users can enjoy, learn, and best utilize time during lockdown.

Technologies: Angular, Node.js, MySQL, Bootstrap, RWD.

4. Gym Management System (PG-DAC Project) ([link](#))

- Gym Management System is a web-based application offering trainers, managers, and gym members a user-friendly interface.
- The system automates the processes and activities of a gym.
- Trainers can keep track of allocated members' progress, update exercise schedules, and provide diet plans for members assigned by the manager.

Technologies: Java, Spring Boot REST API, JPA, Angular, Bootstrap, MySQL.

LANGUAGES KNOWN

English (Fluent), German (Intermediate), Marathi (Native/Fluent), Hindi (Fluent)

VOLUNTEER WORK

Volunteered for the “Build a Library” program in Bhoomi, assisting a school in a rural area with setting up a library by collecting old books, and arranging, and maintaining data in Excel.