MOUNIKA VARSHINI

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EDUCATION

•**Bachelor of Technology in Information Technology** — 2018-22

VNR Vignana Jyothi Institute of Engineering and Technology, Hyderabad — CGPA: 8.2

EXPERIENCE

•**Product Developer** — Jan 2022 - Present

Inncircles Technologies — Hyderabad

- Developed web pages that seamlessly integrate both frontend and backend functionalities, empowering them to effortlessly handle substantial data loads while delivering an exceptional user experience.
- Implemented challenging and responsive user interfaces by creating modular and reusable components using frontend frameworks and libraries like Angular, HTML, CSS, and TypeScript.
- Worked on delivering high-performance RESTful API with Node.js and Express.js, facilitating seamless data exchange between frontend and backend systems.
- Used cron jobs to schedule user notifications and emails for timely delivery.
- Designed various data models in MongoDB, ensuring optimal data organization and retrieval efficiency.
- Developed complex queries and aggregation pipelines to extract valuable insights from large collections.
- Implemented user-specific subscriptions and access permissions, ensuring tailored experiences for individual users

PROJECTS

•**Portfolio Application using Angular**

🔗 *mounikavarshini.com*

- Designed visually engaging user interfaces to showcase my experience, skills, projects, and education. Integrated an email API for direct communication, enabling you to reach out to me with ease.
- Implemented google.maps.Map()... object in Typescript for the purpose of visualizing and displaying my geographical location.

•**Quiz application using Javascript**

🔗 *QuizTime*

- Designed and developed an interactive web application that allows administrators to upload questions and enables users to answer those questions while tracking their scores.
- Designed and implemented a feature that allows administrators to upload questions, and enabled users to answer questions.

•**Games**

Built 2 games using Javascript

- 🔗 **WinRace**
  * Designed and implemented an exciting car racing game where players can move the car using keyboard arrow keys while navigating through a race track. Player can also view current score and the highest achieved score directly within the game interface.Used local storage to store the data.
  * The primary objective of the game is to progress forward without colliding with oncoming cars.

- 🔗 **DiceToss**
  * Designed and implemented a dice-based probabilistic game, enabling players to evaluate their luck by simulating the roll of two six-sided dice.

SKILLS

Languages: Javascript, Typescript, C++
Frontend: Angular, HTML+CSS, Bootstrap
Backend: NodeJS, MongoDb
Relevent Coursework: Data Structures & Algorithms, Competitive Programming, Object Oriented Programming
Dev Tools: VScode, Git, Github

CO-CURRICULAR ACTIVITIES

Experienced in actively participating in coding contests and consistently solving problems on renowned platforms, including Hackerrank, Codechef, Codeforces, Interviewbit, Leetcode.