# **Mukesh Kumar**

+91-7667210655 / mukeshmehta2041@gmail.com

## **EDUCATION**

### **Government Polytechnic, Koderma**

Diploma in Electronics and Communication Engineering - Score - 82%

## **Buds Garden Public School**, Dhanbad

CBSE Class - 10th. Score - 81.6%

Koderma, Jharkhand *March 2020 – 2023*Dhanbad, Jharkhand *March 2020* 

## **TECHNICAL SKILLS**

Languages: JavaScript

**Web Development**: HTML, CSS, React.js, MongoDB, Express, Node.js **Tools and Technologies**: Redux, Redux-tookit, Git, github, Tailwind.

#### **PROJECTS**

# BlogifyConnect - Blog Application .

- Technology used (Node.js, Express, MongoDb, React.js, Tailwind CSS, Redux/Redux toolkit)
- Enabled user account creation, login and authentication for secure access.
- Implemented post creation, retrieval, and interaction, including likes and comments.
- Users can follow/unfollow, block/unblock others and email message/notification sending keeps them updated.

# Game-nexus - Video Game Discovery Platform.

- Technology used (React js , Chakra-ui , react-query , zustand )
- Video game discovery website Leveraging the powerful RAWG Video Games Database API.
- I meticulously designed a user-friendly interface that allows gamers to effortlessly search for their favorite titles, filter results by category, and order games by date and platform.

# Expense Tracker - A User-friendly expense tracker.

- The Platform offers convenient filtering options to view express by category, ensuring better Financial management.
- Additionally, users can effortlessly delete entries, providing a simple yet effective solution for tracking personal expenditures using React enabling seamless recording with amount and category tags.

#### **PROFILES**

- **Github** https://github.com/mukeshkr123.
- Linkedin https://www.linkedin.com/in/mukesh-kumar-235848227
- · Portfolio https://my-profile-v1.vercel.app

# Languages

- English Professional Working Proficiency.
- Hindi Full Professional Proficiency.

# Interest /Hobbies

- Listening to songs.
- Travelling
- Reading