Kandoor Nithin Kumar Reddy

https://appfolio.vercel.app nithin.kanduru1908@gmail.com | 9014115604

EDUCATION

ANURAG UNIVERSITY

BTECH IN COMPUTER SCIENCE Grad. June 2024 | CGPA: 8.41

SRI CHAITANYA JUNIOR COLLEGE

MATHEMATICS, PHYSICS, CHEMISTRY Grad. May 2020 Cum. Per: 93.8

NEW RISHI HIGH SCHOOL

MATHEMATICS, PHYSICS, CHEMISTRY, BIOLOGY Grad. Apr 2018 | CGPA: 8.5

LINKS

Portfolio:// https://appfolio.vercel.app Github: https://github.com/ngworks1909 LinkedIn: https://www.linkedin.com/in/k-nithin-kumar-reddy-847284205/ Leetcode:

https://leetcode.com/u/Nithin_1909/

SKILLS

PROGRAMMING

Languages:

- C, Python, Java
- Frontend:
- HTML, CSS, JavaScript, React.js, React Native

Backend:

- Express.js, Node.js, MongoDB, MySql, Firebase, Typescript, PostreSQL, Prisma, Cloudflare, Postman, Websockets, Redis(Caching, Pub/Subs, Rate Limitting) Hybrid:
- Next.js, Turborepo Operating Systems:
- Linux, Windows

Data Science:

• Pandas, Numpy, Web Scraping, File Handling, SQL Queries, Data Loading and Cleaning, Exploratory Data Analysis, Outlier Handling, Feature Extraction and Scaling, Model Building

HOBBIES

- Listening to music
- Playing Cricket
- Learning Physics Concepts
- Building Side Projects

EXPERIENCE

FIVLOG TECHNOLOGIES | FULL STACK DEVELOPER

Feb 2024 - Present | Hyderabad, Telangana

APP BACKEND | Node.js | Express.js | Typescript | Firebase | Prisma | Turborepo | Redis | MySQL

- Built scalable RESTful APIs for user management and transactions, handling 10,000+ requests/second with consistent < 150ms latency
- Designed and optimized database schemas using Prisma ORM and SQL, improving query efficiency by 30%.
- Implemented Redis-based rate limiting and caching, reducing database load by 40% and increasing API uptime.

SOCKET SERVER | Node.js | Express.js | Typescript | Prisma | Turborepo | Redis | socket.io | MySQL

- Developed a WebSocket server using Socket.IO, Node.js, and TypeScript to enable real-time multiplayer functionality in games.
- Implemented room creation, player matchmaking, and game state synchronization for multiplayer Ludo and Cricket.
- Optimized gameplay event handling and synchronization, ensuring <100ms latency for smooth, engaging multiplayer experiences.

REAL ESTATE PLATFORM | NEXT.JS | NEXTAUTH | TYPESCRIPT | POSTGRESQL | PRISMA | REDIS | TURBOREPO

- Developed a full-stack real estate web application allowing users to buy, sell, and rent properties including homes, apartments, and land.
- Implemented property listings, search filters, and user authentication with secure role-based access (admin, buyer, seller).
- Integrated bidding functionality, property image uploads, and responsive UI for seamless experience across all devices.
- Designed RESTful APIs for smooth data exchange and used Next Auth for authentication.

PERSONAL PROJECTS

GAMING APP | REACT NATIVE | NODE.JS | TYPESCRIPT | TURBOREPO | PRISMA | POSTGRES

- Gaming app using React Native and Expo, featuring multiplayer Ludo and Memory games with real-time gameplay.
- Implemented WebSocket communication for smooth, live interactions and built intuitive UI components for an engaging user experience.

TLRS | NEXT.JS | PRISMA | TURBOREPO | NODE.JS | TYPESCRIPT | POSTGRESQL

- Our tailor services app allows users to easily track their tailoring orders with real-time updates on the status.
- Link: https://tlrs.vercel.app/