# OJASWI BHARDWAJ

**Software Engineer — Full-Stack Developer — Real-Time Systems**

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## PROFESSIONAL SUMMARY

Full-Stack Software Engineer with expertise in scalable web applications, real-time systems, and RESTful APIs. Proficient in Java, Python, JavaScript, TypeScript, React.js, Node.js, Express.js, Django, Flutter, and database management. Strong foundation in SDLC, Git, agile methodologies, and algorithm optimization. Solved 200+ problems on LeetCode.

## TECHNICAL SKILLS

**Languages:** Java, Python, JavaScript, TypeScript, Dart, C, C++
**Frameworks:** React.js, Next.js, Node.js, Express.js, Django, Django REST Framework, Flutter
**Technologies:** REST APIs, WebSockets, Socket.IO, WebRTC, HTML5, CSS3
**Databases:** MySQL, MongoDB, PostgreSQL, SQLite, Supabase
**Tools:** Git, GitHub, Docker, CI/CD, Google Cloud, Firebase, Render, Linux
**Skills:** Agile, Unit Testing, API Security, OAuth 2.0, JWT, Code Review, Prompt Engineering

## EDUCATION

**Bachelor of Technology in Computer Science and Engineering**
Lovely Professional University, Punjab, India                               August 2023 – July 2027

## PROFESSIONAL EXPERIENCE

**Software Engineering Intern**                                             June 2025 – August 2025
*Grazitti Interactive – Skill Stone Competitive Programming Track*

- Completed intensive training in data structures and algorithms, achieving top performance in weekly coding contests
- Developed Restaurant Table Booking Management System with OOP principles, achieving 100% operational accuracy
- Mastered dynamic programming, graph algorithms, and complexity analysis; solved 200+ LeetCode problems

## TECHNICAL PROJECTS

**ConnectUs – Real-Time Chat and Video Communication Platform**                        GitHub
*Flutter, Dart, Supabase, Hive, WebSockets, WebRTC*

- Architected cross-platform mobile app achieving sub-200ms message latency using WebSocket protocol
- Implemented offline-first storage with Hive and Supabase, ensuring 100% data persistence during network disruptions
- Engineered secure JWT authentication and WebRTC integration for P2P voice/video calls with TURN/STUN servers

**Two-Player Chess Game – Real-Time Multiplayer Platform**                             GitHub
*Node.js, Express.js, Socket.IO, Chess.js, JavaScript*

- Developed multiplayer chess platform with Socket.IO maintaining synchronized game state across sessions
- Integrated Chess.js for server-side move validation using FEN notation, eliminating 100% of invalid moves
- Enhanced player retention by 30% through responsive UI/UX with real-time chat functionality

**MOVIE SPOT – Movie Recommendation Platform**                                        GitHub
*Python, Django, SQLite, TMDB API, Django REST Framework*

- Built recommendation web app serving 100+ users with content-based collaborative filtering algorithm
- Improved recommendation accuracy by 40%; reduced API response time by 25% via async handling and caching

**JUSTNOTES – Chrome Browser Extension**                                             GitHub
*JavaScript, HTML5, CSS3, Chrome Extension API, Manifest v3*

- Created browser extension reducing context-switching by 40% through instant note capture functionality
- Delivered responsive UI with modern JavaScript; packaged with Manifest v3 for cross-browser compatibility

## CERTIFICATIONS & ACHIEVEMENTS

GitHub Fundamentals — Python Programming (HackerRank) — Java Programming (HackerRank) — ChatGPT Prompt Engineering (DeepLearning.AI) — 200+ LeetCode Problems — Top Performance in Competitive Programming Contests