**Akib S Hobale**

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2 years of experience in the areas of web development (front-end, backend).

Experience in development of Web based applications consists of HTML, JSON, CSS, Bootstrap, JavaScript, Node.js, jQuery, Angular 6, Express.js.

Good Grasping Ability, Quick learner, Organising Skills, Creative, Interpersonal skills

Technical Skills

* Markup Languages: HTML5, XHTML, CSS, Bootstrap.
* Scripting Languages: JavaScript,ES6
* Framework and Libraries: jQuery, Angular 6, Express, Node.js
* Database: MySQL, MongoDB, PostgreSQL.
* Tools and Utilities: Microsoft Visual Studio Code, Git, Bitbucket, Jira
* Operating System: Windows, Linux, MAC.

Educational Qualification:

MCA Computer Science 2017 Pune University – First Class.

Other Activity:

Familiar with AWS Cloud

Projects Undertaken:

1. Project Name: Digital Brain:

Duration: April 2018 – till October 2018

Build applications with custom, secure, reusable integrations and APIs. Modernize legacy apps and applications. Connect to multiple data sources, notifications and much more. Designed, built and managed by Digital Brain

Roles and Responsibilities:

Understanding the requirement explained by TL.

Worked on Node.js Framework for extracting data from website and storing data into database (PostgreSQL)

Designed, developed, implemented REST API’s.

Responsible for front-end, back-end web development.

2. Project Name: Mooubi.

Duration: October 2018 - April 2019

Technologies: Node.js Express.js, iOS, Swift, Angular 6

Project Description:

The objective of the project is to create an Ad tracking and gamification system for users to display ads and earn In-app currencies. The system will include a custom hardware (Blackbox) for tracking Ads displayed by the user using QR codes. This hardware will be supported by a mobile application which will record the types of ads displayed on the hardware and their duration. The mobile application will take into account the distance travelled by the vehicle in order to generate In- app currency (Carma points). These Carma points can be used by the driver to play games and win prizes on their mobile application.

Roles and Responsibilities:

Understanding the requirements given by TL.

Designed, developed, implemented backend services (REST API’s).

Worked on front-end of the web application (Merchant panel, Admin panel).

Storing, Handling the data into database (MongoDB).

3. Project Name: HATCH Ignite.

Duration: April 2019 - present

Technologies: Node.js Express.js, Sequelize

Project Description:

Ignite is a comprehensive tool for children, teachers and administrators, designed to prepare children for kindergarten. This tool provides research-based, standards aligned, engaging interactive games, for children 28 months through 5 years old.

Roles and Responsibilities:

Understanding the requirements given by TL.

Designed, developed, implemented backend services (REST API’s).

4. Project Name: Cray (game).

Duration: sept 2019 - oct 2019

Technologies: Node.js Express.js, Angular 6

Project Description:

This is game. in this game there are multiple small game. multiple room and small games. user can play the game and urn coin. and this coin is apply to purchase a avatar cloth and other dresses in dressing room.

Roles and Responsibilities:

Understanding the requirements given by TL.

Designed, developed, implemented backend services (REST API’s). show statistics on admin dashboard.