PRABHJOT SINGH

FULL STACK WEB DEVELOPER

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PROFILE

I am a certified MERN stack developer with a profound expertise in Data Structures and Algorithms using Java.

I am unwaveringly committed to remaining at the vanguard of technological advancements, persistently enhancing my skill set to engineer innovative and efficient software solutions.

TECHNICAL SKILLS

- Languages: Java, JavaScript, C, C++, Python (Familiar)
- Web Development: HTML, CSS, DOM Manipulation, Async JS, APIs, Node.js, Redux, Mongoose, CRUD Operations, Git & Version Control
- Web Dev Tools: Postman, GitHub, Netlify, MongoDB Compass
- Frameworks: Tailwind CSS, React.js, Express.js
- Database: MongoDB, MySQL
- ❖ IT Constructs: DSA, OOPS, OS, DBMS
- IDEs: VS Code, IntelliJ IDEA

PROJECTS

- * "StudyNotion" Edtech Platform: (Source Code)
 StudyNotion is an Edtech platform built with the MERN stack, designed to enhance student learning, streamline teaching, and simplify admin tasks. It features secure user authentication with JWT and OTP, and custom middleware for Student, Instructor, and Admin roles, ensuring robust performance and a seamless user experience.
- * "GenAI" Image Generation App: (Source Code)
 A web application that allows users to generate images using OpenAI's DALL-E model. This application will leverage the MERN stack to build a full-stack solution, enabling users to input prompts and receive generated images.
- "Cryptoverse" Cryptocurrency App: (Source Code)
 Cryptoverse is a cutting-edge cryptocurrency application
 designed to provide users with real-time data and
 insights on various cryptocurrencies. The project
 leverages the powerful capabilities of RapidAPI to fetch
 up-to-date information on coins, and employs Chart.js
 to create dynamic and visually appealing charts for data
 visualization.
- Snake Game: (Source Code)

A Snake Game in Java is a classic arcade game where the player controls a snake to eat food and avoid collisions. The snake grows longer with each food item consumed, increasing difficulty. It uses Java's Swing library for the GUI, a JPanel to render the game board, and a KeyListener for input. The game loop updates the snake's position and checks for collisions.

EDUCATION

❖ BACHELOR OF TECHNOLOGY

Chandigarh Group of Colleges, Landran, Mohali, Punjab 8.63 CGPA 2020 – 2024

XII Grade (Non – Medical)

DAV Public School, Yamuna Nagar, Haryana 92.6% 2019 – 2020

❖ X Grade

DAV Public School, Yamuna Nagar, Haryana 91.4% 2017 – 2018

CERTIFICATIONS

- ❖ Web Development Bootcamp [MERN Stack] Code Help
- Data Structures in Java Coding Ninjas
- Artificial Intelligence and Machine Learning NIELIT Ropar
- Communication Masterclass Think School