

PRABHAT KUMAR

+91-9771970066 prabhatkumarchoudhary2005@gmail.com [LinkedIn](#) [Github](#) [Bitbucket](#)

Summary

Final-year Computer Engineering student with hands-on experience in frontend development using React.js and backend development with Node.js, MongoDB, and MySQL. Skilled in building responsive UIs, scalable APIs, and database management. Git/Bitbucket, problem-solving, and eager to contribute to large-scale, high-performance software systems.

Education

B.Tech, Computer Engineering

Bharati Vidyapeeth College Of Engineering, Pune

2022–2026

CGPA: 7.9 / 10

Skills

Programming languages: Java (17+), Python, C++, JavaScript (ES6+), TypeScript

Frameworks/Libraries/Databases: React.js, Redux, Node.js, MongoDB, MySQL

Version Control /Tools: Git, GitHub, Bitbucket

Areas of interest: Web Development, App Development

Relevant Coursework: Data Structures and Algorithms, Object-Oriented Programming, Database Management System, Functional Programming, Application Development

Experience

Software Engineer Intern

June 2025 – August 2025

Auriga IT Consulting Pvt Ltd 

Jaipur, Rajasthan

- Built and maintained **responsive, user-friendly, and interactive web applications** using **HTML, CSS, JavaScript, React.js, and Tailwind CSS**.
- Translated **UI/UX designs into functional web interfaces**, writing **clean, reusable, and optimized code** for maintainability and scalability
- Debugged and troubleshooted issues, improving overall application performance and ensuring **cross-browser compatibility and mobile responsiveness**.
- Collaborated with backend developers to **integrate APIs**, enabling dynamic and data-driven features.
- Collaborated in **Agile development using Git & Bitbucket** for efficient version control and project execution.

Projects

Chess - Realtime Multiplayer Game Platform

- Built a **multiplayer chess platform** where users can **sign up, create/join matches, and watch games in real time**.
- Implemented **WebSocket servers** for handling moves and syncing game state with **low latency**.
- Developed **frontend in React + TypeScript** and **backend APIs in Node.js + TypeScript** for authentication, match management, and score updates.
- Integrated a **rating system** similar to chess for dynamically adjusting player scores after each match.
- Designed a **scalable system supporting 1,000+ to 1M+ viewers per match** using **Redis Pub/Sub** for broadcasting updates and **auto-scaling WebSocket clusters** to handle heavy load, with servers communicating via **shared channels** to keep rooms in sync.

Smart Task Management App

- Built a **task management frontend** with React.js, Redux, TailwindCSS, and TypeScript.
- Implemented **JWT-based authentication flow (login/signup, token storage, protected routes)** on the frontend.
- Developed **boards, lists, and tasks with drag & drop functionality** for smooth task management.
- Added **task assignment, labels, priority levels, and due date management** with intuitive UI components.
- Integrated **real-time collaboration using Socket.io** with live updates and comments.
- Focused on **state management with Redux** to handle complex user interactions and maintain app consistency.
- Designed and managed **scalable state management with Redux**, ensuring consistent and efficient user experience across the app.

Certifications

- **MongoDB – Coursera (2024) **: Completed 8 Assignment focused on Data Management and Data Modeling, Query Languages.
- **Android Mobile Application Development – Coursera (2025) **: Expertise in UI/UX, activity lifecycle, data storage, and RESTful API integration. APIs.