

RAJESH R

JAVA FULL STACK DEVELOPER

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SKILLS:

- HTML 5
 - CSS
 - BOOTSTRAP
 - JS BASICS
 - JAVA
 - OOP JAVA
 - COLLECTIONS
 - MAVEN
 - JDBC
 - SERVLET & JSP
 - JAVA SWING
 - MYSQL
 - GIT & GITHUB
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EDUCATION :

Govt.Hr.Sec.School

- SSLC (2018-2019) with 79% Grade
- HSC (2020-2021) with 85.9% Grade

Adhi College of Engineering Technology

- B.E - ECE with 8.2 CGPA
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CERTIFICATIONS :

- NPTEL -Programming In Java
 - NPTEL -Python for Data Science
 - Silicon Software Services - C & Java
 - UDEMY - Game Development in Java
 - UDEMY - Frontend Development
 - NAUKRI – Contest Certificate
 - UDEMY – MYSQL
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SOFT SKILLS:

- Adaptability
- Goal – Oriented
- Perseverance
- Continuous Learning
- Communication
- Teamwork
- Problem-Solving
- Time Management

PROFILE SUMMARY :

I started my journey with C and Java, sharpening my skills through challenges on Code Chef & Hacker Rank. These experiences gave me a strong programming foundation. Then I started my Career as Full Stack Developer by learning Java and Its Depth concepts. Additionally, I've worked with the Swing framework to create some games. For Database Management I learned MYSQL. Now I'm Learning Hibernate to orient with Java Full stack. Then I planned to learn Spring and Angular frameworks.

PROJECTS :

1. Snake Game (Java Swing) :

- **Game Mechanics:** Making sure the snake moved smoothly, generating food, and detecting collisions with walls and its own body.
- **User Interface:** Designing a simple yet engaging interface with a score display and a game-over screen.
- **Event Handling:** Adding keyboard controls to steer the snake, making the game interactive and responsive.
- **Github Link:** [Click to View Project](#)

2. Bus Reservation Management System(OOP) :

- **Database Management:** Designing and managing a MySQL database to store bus schedules, reservations, and user details.
- **Core Java Development:** Applying object-oriented programming principles to create a robust and scalable system.
- **Feature Implementation:** Introducing functionalities such as seat selection, availability checks, and fare calculation.
- **Github Link:** [Click to View Project](#)

3. Book Registration Management Web Application :

- **Technologies Used:** Java, Servlets, MySQL, Bootstrap, HTML.
- **Operations:** Developed a dynamic web application for managing book registrations, allowing users to register, edit, and delete book details.
- **Features:** Implemented a Book Registration Page and Book List Page that displays all registered books, enabling users to edit or delete entries as needed.
- **Database management:** Utilized MySQL for data storage and management, ensuring efficient handling of CRUD (Create, Read, Update and Delete) operations.
- **Github Link:** [Click to View Project](#)