

Rohan Gopalan

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A solution-focused and technically competent Junior Full-Stack Developer with a focus on data analysis, skilled in JavaScript, React.js, React Native, TypeScript, Python, Firebase, HTML5, CSS3, SQL, MongoDB, Game Development, Git, and other technologies, with an already proved expertise in building bridges between customers' needs and cutting-edge solutions while implementing the best strategies that improve workflows, services, and teams. Having developed technical solutions during professional careers and projects, I excel at driving all phases of challenging projects by transforming simple requirements into quantifiable growth and revenue, building innovative solutions from the start to spearhead goals, methodologies, and business continuity. Innovative, determined, committed professional, highly organized, and capable of working under pressure with progressive teams to implement solutions that perform across multiple environments.

Skills

- JavaScript, jQuery, TypeScript, React.js, React Hooks, Redux, React Context API, React Router, React Native
- Python, Django, Flask, Flask-SocketIO, C++, R
- REST APIs, Web Services, Firebase, AJAX, JSON, XML
- HTML5, CSS3, Flexbox, modern responsive techniques
- Unreal Engine, Unity Engine, 2D/3D, Artificial Intelligence
- DB administration, SQL, MySQL, MongoDB, Oracle SQL
- Git, GitHub, Git workflows, Version Control
- Data Structures, Data Management, Data Processing, Data Analysis, SDLC, Algorithms
- OOP, Procedural Paradigm, Linear/Multiple Regression
- Agile Methodology, SCRUM

Professional Career

APRIL 2024 – JULY 2024

Business Development Executive Intern / Raven Consulting, Dubai, U.A.E.

- Developed and implemented successful lead-generation strategies for our business intelligence services
- Experienced tough negotiation with various customers, updating the CRM software to capture and track customer data
- Closed an important deal with a major Samsung distributor in Dubai, ensuring good terms and satisfaction for both parties

JUNE 2022 – SEPTEMBER 2022

Data Operations Intern / Repeat App, Dubai, U.A.E.

- Set up a database using Oracle SQL, ensuring a scalable and performant architecture for accessing, defining, and maintaining data
- Designed and created a database using NoSQL for a basic inventory system that provided flexibility, scalability, and high performance across a wide range of platforms
- Extracted and entered data from different source documents, ensuring on-time delivery in a fast and secure way
- Successfully collaborated with cross-functional teams to improve existing processes and meet high-quality standards

MARCH 2021 – JUNE 2021

Graphic Designer & Web Developer Intern / Antreas Technologies, Dubai, U.A.E.

- Designed and developed flyers, brochures, and videos using Adobe Photoshop, Adobe Illustrator, and Adobe Premiere Pro
- Collaborated with existing clients on creating a functional, scalable, and responsive webpage, ensuring that all requirements were met and the satisfaction level was exceeded
- Developed UI wireframes, mockups, and prototypes using Figma and Adobe XD that clearly illustrated the design and the functions
- Proposed technical and graphical solutions that were quickly adopted and put into practice

Projects

2024

Breast Ultrasound Images, [Link](#)

Implemented a breast ultrasound images project using a conventional neural network, consisting of creating a model that can accurately distinguish between different types of breast tissues such as benign (non-cancerous) and malignant (cancerous), based on ultrasound images. The entire process is composed of several key steps, starting with data preparation up to model training and evaluation.

TECH STACK: Python, Conventional Neural Network (CNN).

2023

Nexus Control (Capstone Project), [Link](#)

Created a webcam-based gesture and hand-sign recognition experience, being actively involved by having the lead role in developing the front-end interface using React.js. The target audience consisted of individuals affected by Parkinson's disease for whom we trained an algorithm developed using Python to recognize and respond to specific signs and gestures. Also, I was responsible for the Firebase setup and the integration using Flask-SocketIO.

TECH STACK: JavaScript, React.js, Python, Flask-SocketIO, Firebase.

2023

Titans Gate, [Link](#)

Designed and spearheaded the development of a group-based project consisting of a 3D Game developed using Unreal Engine in which I collaborated with several colleagues, focused on a medieval fantasy RPG theme that exceeded expectations shortly. Successfully working alongside my colleagues, my responsibility was to develop the AI systems for three distinct enemy characters and implement the physics mechanics for the main protagonist.

TECH STACK: Unreal Engine, AI, 3D.

2023

Sweet Fighter, [Link](#)

Collaborated on a group project consisting of a 2D fighter game with humanoid characters where each member independently created art, assets, animations, and physics. Actively involved in the design and implementation processes of the character's special attacks, as well as contributing to the development and enhancement of the physics AI for the game.

TECH STACK: Unity Engine, AI, 2D.

2023

Telebot, [Link](#)

Designed and implemented a Telegram-based chatbot using TypeScript that helped users by providing fast service and boosting customer engagement.

TECH STACK: TypeScript, Telegram.

2022

Price of Bitcoin, [Link](#)

A Python-based project that utilized machine learning algorithms, including linear and multiple regression to precisely predict Bitcoin rate changes based on a dataset, allowing a proactive management of price volatility influenced by various factors.

TECH STACK: Python, Linear Regression, Multiple Regression, Algorithms.

2022

Bus Seating System, [Link](#)

Implemented a booking system with C++ that assigned seats to passengers and kept track of ins and outs. Restrictions were applied such as preventing children from seating near exits and boys seated in the female and children's section.

TECH STACK: C++, Procedural Programming, OOP.

2021

Virus Detection

A scalable and intuitive Java-based project that detected the nodes likely to get infected from a larger set of nodes.

TECH STACK: Java.

Education

2024 – PRESENT

Master's Degree in Applied Data Science / Syracuse University, New York, US

2020 – 2024

Bachelor's Degree in Computer Science / University of Wollongong, Dubai, U.A.E.

DETAILS: Specialism in Game Development, Big Data, and Cybersecurity.

ACHIEVEMENTS: WISP Augmented Reality with Drone (1st prize in a highly competitive Project Management competition), Excelled in creating the best 2D game project during the Game Development course with Unity.

Languages

English – fluent, German – intermediate, Hindi/Tamil – native.