

Shivam Sahu

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PROFILE

Motivated **MERN Stack Developer** with a strong foundation in **MongoDB, Express.js, React, and Node.js**, focused on building scalable, user-centric web applications. Hands-on experience in creating responsive interfaces, developing well-structured RESTful APIs, and managing application state effectively. Proficient in **JavaScript problem-solving** and **Data Structures & Algorithms (DSA)**, applying logical and analytical thinking to write efficient, maintainable code.

Technical Skills

Languages: JavaScript, Java, HTML5, CSS3, SQL

Frontend: React.js, Redux, Tailwind CSS

Backend: Node.js, Express.js, REST APIs

Database: MongoDB, Mongoose, MySQL

Tools/Version Control: Git, GitHub, VS Code, Postman

PROJECTS

Blood Bank Management System

[GitHub](#) | [Live](#)

Built a **full-stack web application** using **React (JavaScript)** and **Supabase**, implementing real-world features like donor management, blood requests, and admin dashboards

Implemented **secure authentication and authorization** using **Supabase Auth** and **PostgreSQL Row Level Security (RLS)** to protect user and admin data

Designed a modern, responsive UI with Tailwind CSS and Framer Motion, ensuring smooth animations and a production-ready user

Real-Time Multiplayer Chess Game

[GitHub](#) | [Live](#)

Developed a **two-player online chess game** with live move synchronization using **Node.js, Express, Socket.IO, and chess.js**, supporting spectators, turn-based logic.

Implemented **server-side game logic** including legal moves, captures, check/checkmate, and game-over handling.

Designed a **responsive interactive UI** with **HTML, CSS, JavaScript, Tailwind**, drag-and-drop gameplay, and board rotation.

Multi-Peer Video Chat Application

[GitHub](#) | [Live](#)

Developed a real-time multi-user video conferencing application similar to Zoom/Google Meet using WebRTC, Node.js, and Socket.io.

Implemented peer-to-peer (P2P) video streaming using WebRTC APIs (getUserMedia, RTCPeerConnection, and ICE candidates).

Used **Socket.io** for **real-time signaling** between multiple clients to establish and manage peer connections dynamically.

EDUCATION

Bachelor of Technology in Computer Science

Sagar, India

B.Tech. CSE; GPA: 6.92/10.00

2022 – 2026 (Expected)

Kendriya Vidyalaya

Sagar, India

PCM(Class XII); Percentage: 77%

(2022)

St. Mary's School

Sagar, India

CBSE(Class X); Percentage: 83%

(2020)

CERTIFICATES

CORE JAVA- (XANSA IT SOLUTION)

C PROGRAMMING

WEB DEVELOPMENT - (GLISTEN PATH)

AWS AI-ML VIRTUAL INTERSHIP

HOBBIES

Playing Chess ,Listening to Music, Watching Sci-Fi Movies, Playing Cricket.