



Satish Bonam

Full Stack Developer

Dedicated & efficient aspiring Full Stack Developer. Able to effectively self-manage during independent projects as well as collaborate in a team setting. Seeking opportunity to join an organization in a great lively team where I shall be able to contribute towards individual and company's growth.

✉ satish.b.s.kumar@gmail.com

☎ +91 8500505795

in linkedin.com/in/satishbonam

github.com/satishbonam

EDUCATION

Full Stack Developer(Trainee)

Masai School

01/2020 - 07/2020

B.Tech in Electrical & Electronics Engineering

Vellore Institute of Technology, vellore

2012 - 2018

6.98 CGPA

12th (Senior Secondary Education)

Narayana College, Hyderabad

2010 - 2012

88.88 %

10th (High School Education)

Montessori High School, Kurnool

2010

87.8 %

WORK EXPERIENCE

Teaching Assistant (Sherpa)

Masai School

05/2020 - 07/2020

Tasks

- Mentoring Group of 10 Students
- Help them in resolving their doubts and develop good coding practices

SKILLS

ReactJs

Flask

Python

MySQL

JS

BootStrap

Redux

Material UI

Data Structures

Algorithms

PERSONAL PROJECTS

OYO Rooms Clone

- End-End OYO Clone
- Users can login using Google OAuth, OTP.
- Search with Google auto suggestion location.
- Integrated Google maps to show hotels near by.
- Integrated Payment gateway.

POS(Point of Sale)

- Billing System and Stock management system for small and medium scale retail business
- Employee can generate bills and see the stock available in the store.
- Vendor can see the orders placed by the store.
- Admin can add more employees and vendors to business.
- orders under certain quantity are automated for order to vendor.

Shop Dogs App

- Created an e-commerce app where users can log in and buy dogs of different breeds by adding to the cart.
- User can see different dogs and add them to the cart.

Chess Game

- A simple chess application using java script.

Calendar Index

- User can view holidays and events according into date, month and year by choosing date and country.

INTERESTS

Sketching

Painting