

SAURAV KUMAR SAH

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🌐 [linkedin](#)

🐙 [Github](#)

🌐 [Portfolio](#)

Education

Centurion University of Technology and Management

B.Tech in Computer Science and Engineering — CGPA: 8.43/10

Sept 2022 – May 2026

Parlakhemundi, Odisha

Technical Skills

Languages: JavaScript, java, HTML, CSS

Libraries/Frameworks: React.js, Redux, Node.js, Express.js, Bootstrap, Tailwind CSS, Material UI

Databases: MongoDB, MySQL

Tools: Git & GitHub, VS Code, IntelliJ IDEA, Figma, Postman

CS Fundamentals: DSA, DBMS, OS, OOPs

Experience

Techno Hacks (Remote)

Jun 2025 – July 2025

Full Stack Developer / Project Lead

- Developed and deployed a scalable full-stack blog platform using MERN, reducing load time by 40%.
- Integrated authentication and CRUD operations for reviews, resulting in 20% increase in user retention.

InternPe (Remote)

July 2025 – Aug 2025

Web Developer

- Built and deployed a MERN stack Task App with modular design and real-time updates.
- Reduced support queries by 30% and improved API response time by 25%.
- Managed a team of 3 developers and ensured 100% on-time sprint delivery.

Projects

Connestro / [Live] [GitHub]

July 2025 – Sep 2025

- Developed a full-stack social platform featuring messaging, calls, Reels, Stories, Status, and rich user profiles.
- Implemented secure authentication with Google Sign-In, password reset, and account suspension enforcement.
- Designed and optimized Reels, Stories, and Status with auto-expiry, viewer tracking, and privacy options.
- Enabled real-time chat with attachments, edit/delete, delivery/read receipts, and audio/video calls.
- Added admin moderation dashboard for reports, suspensions, and audit tracking.
- Integrated multi-account switching with auto-reinitialization of chat and socket states.
- Deployed scalable backend on Render and frontend on Vercel, ensuring 99.9% uptime.

Online Compile Code / [Live] [GitHub]

May 2025

- Engineered a real-time compiler supporting 5+ programming languages with syntax highlighting, attracting 300+ active users weekly.
- Enabled user profiles and execution history tracking, increasing session return rate by 25%.
- Optimized performance monitoring by displaying runtime and memory usage, reducing debugging time by 15%.
- Automated containerized execution delivering results in under 100ms improving response times by 45%.
- Built a responsive interface with Tailwind CSS and real-time output visualization, boosting engagement by 35%.

Four Connect Game / [Live] [GitHub]

Jan 2025

- Developed a fully responsive Connect Four game with local two-player and AI modes, engaging 200+ users.
- Added reset and replay functionality, enhancing user experience and replay ability.
- Implemented a persistent scoreboard using local storage, enabling score tracking across sessions.
- Designed for accessibility and clean UI, ensuring usability for all players, with keyboard/mouse controls and theme switching.

Achievements

- Solved 500+ problems on GeeksforGeeks (GFG), improving algorithmic efficiency and debugging skills.
- Led a **3-member team** to deliver 2 full-stack projects, reducing deployment time by **40%**.

Certifications

- **Full Stack Development Certification** (Cognifyz Technologies)
- **Data Structures and Algorithms** (GeeksforGeeks)