

# Shubham Pote

Mumbai, Maharashtra

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I'm an Enthusiastic Junior Developer with hands-on experience in web and mobile app development using JavaScript, Angular, and Ionic Framework and also Proficient in Data Structures and Algorithms with a strong understanding of their applications. Skilled in creating interactive, user-friendly applications and managing multiple projects. Adept at delivering high-quality solutions both independently and in teams.

## Education

### Sardar Patel Institute of Technology

Master of Computer Application

July 2023 - May 2025

Maharashtra, India

### The N.M.W.S High school

Maharashtra state board for Secondary school Certificate

June 2006 - March 2016

Maharashtra, India

### Kirti M. Doongursee college of science

Bsc(computer Science), Mumbai university

June 2005 - March 2018

Maharashtra, India

## Skills

**Languages:** Java, SQL, C++, C Programming

**Libraries:** Pandas, NumPy

**Development Tools:** Postman, Android Studio, Firebase, MariaDB

**Designing Tools:** Adobe Illustrator, Tableau, Adobe photoshop

**Frameworks :** Angular, React, Ionic

**Web Technologies :** HTML, CSS, Bootstrap

**Web Tools :** Git, Github

## Projects

### Budget Planner | Angular, TypeScript, VS Code

- Developed a comprehensive budget planning application for tracking income, expenses, and transactions.
- Implemented a user-friendly dashboard displaying income, expenses, to-do transactions, and total income with current month savings.
- Created forms for adding and viewing income and expenses, including detailed views for each category.
- Integrated Angular Material for responsive and professional UI components.
- Enhanced functionality with features like dynamic data binding, form validations, and currency formatting.
- Ensured easy navigation through a side navigation bar and modular routing for different components.
- Aimed at deploying the application for personal finance management, catering to users' budget planning needs effectively.

## Eggs Game | Java, Swing, AWT, Timer, Audio

- Developed an engaging game where players catch falling eggs in a bowl, with different types of eggs including regular, golden, and bomb.
- Implemented smooth and responsive mouse and keyboard controls for bowl movement, enhancing gameplay experience.
- Designed start and pause screens with appropriate messages and a background image, adding a polished feel to the game.
- Integrated music for the start screen and sound effects for gameplay events, improving immersion.
- Incorporated random egg type generation with varying effects on score and game state, such as bonus points for golden eggs and game-over conditions for bomb eggs.
- Utilized multithreading and timers to manage egg movement and game logic, ensuring smooth animations and responsive interactions.
- Deployed a scoring system that updates dynamically with on-screen display, enhancing user engagement.
- Successfully handled game-over conditions with a prompt to restart or exit, adding replay ability and user control.

**GITHUB Link:** <https://github.com/shubhusguy>

## Achievements

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- Participated Amazon ML summer school 2024
- Won first prize in Fresher's competition, in SPIT

## Certifications

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- **Introduction to MySql & Databases :** Issued By Great Learnings  
*On June 2024*
- **Data Analytics and Visualization Job Simulation:** Issued By Accenture North American  
*On June 2024*
- **UI/UX for beginners :** Issued By Great Learnings  
*On June 2024*