SUMIT HATEKAR

Full Stack Developer

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SUMMARY

Detail-oriented Full Stack Developer and Computer Applications student with expertise in Java, JavaScript, and modern web frameworks. Proven track record in building high-performance, scalable web applications and custom rendering engines. Proficient in architecting backend RESTful APIs with Spring Boot and creating immersive frontend experiences with React and WebGL/PixiJS. Strong focus on performance optimization, system design, and solving complex technical challenges.

SKILLS

Soft Skills: System Design, Problem Solving, Agile Methodology, Team Leadership

Programming Languages: Java (Core & Advanced), JavaScript (ES6+), TypeScript, SQL, HTML5/CSS3

Tools & Platforms: Git/GitHub, Docker, Maven, Postman, AWS, Netlify, Vercel, Render

Databases & ORM: PostgreSQL, MySQL, Oracle SQL, Hibernate, Spring Data JPA

Frameworks & Libraries: React.js, Redux, Spring Boot, PixiJS, WebGL

PROJECTS

GitHub Issue Finder

Java 17, Spring Boot, PostgreSQL, Spring Data JPA, Thymeleaf, Bootstrap 5

https://github.com/sumit1456/findissue-SpringBoot-Application

- Developed a robust Spring Boot application to query and manage open issues across public GitHub repositories via REST API integration.
- Optimized data persistence layer using Spring Data JPA and PostgreSQL, improving query response times for large metadata sets.
- Designed and implemented a responsive, accessible UI using Thymeleaf and Bootstrap 5, documented with OpenAPI/Swagger.

Resume Maker Pro

React, Spring Boot, PostgreSQL, PixiJS, WebGL, Matter.js, jsPDF

https://resume-maker-pro.netlify.app

- Engineered a high-performance WebGL + DOM-based resume editor featuring a custom rendering engine for instant live previews.
- Architected a sophisticated PDF export strategy using jsPDF with an invisible, searchable text layer for 100% ATS compatibility.
- Integrated Matter.js for real-time physics-based section pushing and magnetic flow layouts, creating a unique responsive UI.
- Optimized client-side performance to sub-30ms frame times by leveraging GPU acceleration and off-thread processing.

DOM-WebGL Rendering Engine

PixiJS, WebGL, Web Workers, Matter.js, Multi-threading

https://github.com/sumit1456/webgl

- Developed a proprietary rendering engine that reconstructs CSS layout trees as GPU-accelerated WebGL geometry using PixiJS.
- Architected a parallel processing pipeline using Web Workers for asynchronous geometry triangulation, maintaining a steady 60 FPS.
- Implemented intelligent 'Surgical' re-rendering logic to minimize GPU workload by updating only modified layout nodes.
- Engineered custom z-index and overflow clipping systems that mirror standard CSS behavior within a high-performance graphics context.

EDUCATION

Master of Science in Computer Applications (MSc CA)

Savitribai Phule University
2027 (Expected) | *89.63% (First Sem)*

HSC (Science)

Yashwantrao Chavan Institute of Science
2021 | *84%*

CERTIFICATIONS

- Java Full Stack Development - QSpiders Wakad 2024