

TANYA GUPTA

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PROFFESIONAL SUMMARY

Motivated Full Stack Developer with strong computer science fundamentals and hands-on experience in building responsive web applications using React.js, Node.js, Express.js, and MongoDB. Proficient in JavaScript, HTML, CSS, and RESTful APIs. Quick learner with a passion for clean code, problem-solving, and continuous growth through real-world projects and internships.

WORK EXPERIENCE

Code Soft Pvt Ltd

Web Developer Intern

August 2023 - November 2023

- Collaborated with the development team to build responsive and interactive web interfaces using **React.js**.
- Translated UI/UX designs into clean and scalable front-end code with **Tailwind CSS** and **Bootstrap**.
- Improved user experience by implementing dynamic features such as conditional rendering and reusable components.

SKILLS

- **Frontend:** React.js, JavaScript, Tailwind CSS, shadcn/ui
- **Backend:** Node.js, Express.js, REST APIs, WebSockets, JWT Authentication
- **Databases:** MongoDB, MySQL, Supabase
- **Programming Languages:** JavaScript,
- **Dev Tools & Platforms:** Git & GitHub, Postman, Vercel, Netlify,
- Technologies, Communication, Teamwork, Curiosity, Flexibility, Adaptability

PROJECTS

File Sharing Application [🔗](#)

June 2024 - July 2024

- **Tech Stack:** React.js, Node.js, Express.js, MongoDB
- Designed and implemented a full-stack file-sharing web application enabling users to upload, store, and share files via unique downloadable links.
- Developed secure backend APIs using Express.js to handle file uploads and retrieval, with proper error handling and input validation.
- Integrated MongoDB for storing file metadata, download limits, and expiration logic to ensure controlled access.

Real-time Multiplayer Chess Game [🔗](#)

August 2024 - September 2024

- **Tech Stack:** Node.js, Express.js, Socket.io, Chess.js
- Built a real-time chess game supporting multiplayer gameplay using WebSockets for instant communication between clients.
- Utilized Chess.js library to enforce chess rules, validate legal moves, and manage game state on the server.
- Developed user connection logic using Socket.io to manage player matchmaking and game sessions.

EDUCATION

Galgotias University

Master of computer application - 8.42

Aug 2022 - May 2024