Siddharth Kumar

Greater Noida | siddharthec1311@gmail.com | 9559628277 | linkedin.com/in/thesiddharthkumar
github.com/thesiddharthkumar

Summary

Software Engineer with expertise in full-stack development and embedded systems. Skilled in Java, JavaScript, React, and PostgreSQL, with a passion for problem-solving, performance optimization, and emerging technologies like AI and IoT. A collaborative team player who thrives on building efficient and scalable solutions.

Education

United Institute of Technology, B.Tech. in Electronics and Communication Engineering — Jul 2019 – Jun 2023

P.N Public Inter College, Higher Secondary — Jul 2019 – Apr 2018

Govt Inter College, Secondary. — Aug 2015 – May 2016

Experience

Full Stack Developer Intern, QSpiders – Internship — May 2024 – Feb 2025

- Worked on both front-end and back-end development to improve web application performance and user experience.
- Assisted in optimizing system processes and integrating new features to enhance data management.
- Collaborated with the development team to troubleshoot, debug, and implement solutions for smoother functionality.

Front-end Development Intern, CodexIntern – Internship — Dec 2023 – Jan 2024

- Designed and developed responsive user interfaces to improve user experience.
- Optimized web app performance by implementing caching and efficient code solutions.
- Built tools for code analysis and test case generation using HTML, CSS, and JavaScript.

Projects

Employee Management System — 2024

- Employee Management System is a web-based tool designed to manage employee records, attendance, payroll, and performance. Developed using JDBC, Servlets, and PostgreSQL to streamline HR tasks and ensure data security.
- Tools Used: JDBC, Servlet, PostgreSQL

Tic Tac Toe Games — github.com/repo

- Developed an interactive Tic Tac Toe game that enables two players to compete by marking Xs and Os on a 3x3 grid, enhancing engagement for over 200 users across both mobile and desktop platforms
- Tools Used: HTML, CSS, JavaScript

Self-Driving Car and Vehicle Data Acquisition System — Paper

- In this project, we will build a simple self-driving car using a Raspberry Pi and image processing. Equipped with a camera, the car can “see” its surroundings and make real-time decisions. Using Python and libraries like Open CV, it will detect lanes and avoid obstacles. The aim is for the car to autonomously follow a track, providing a fun introduction to robotics and autonomous vehicles while exploring exciting technology hands on
- Tools Used: Raspberry Pi 3B+ Board, RaspiCam, Arduino Uno

Technologies

Languages: Java, JavaScript, HTML, CSS, React JS, Basic UIUX Design Principles, Advance Java, git

Technologies: Linux, PostgreSQL, VS Code, Raspberry pi, Macs OS