Thirupathi Pyati

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Summary

I am a passionate web developer skilled in building dynamic, user-friendly, and secure web applications. With expertise in React.js for front-end development and MongoDB for database management, I create responsive interfaces and robust, scalable solutions that deliver seamless user experiences.

Skills

Node.js, Express.js, React.js, MongoDB, PostgreSQL, HTML, CSS, Javascript, Python, C, C++, Java

Experience

Stock Portfolio tracking API | Project
Currently developing a Stock Portfolio Tracker API using Express.js and PostgreSQL that allows users to manage stock trades by adding, updating, deleting, and fetching trades, as well as retrieving the portfolio and calculating cumulative returns. I plan to enhance the project by adding a UI and support for multiple users to enable personalized portfolio management.

Custom URL Generator with Authentication | Project
Developed a secure URL shortening web application with Node.js, Express, MongoDB, and React.js, featuring JWT-based authentication, signup/login, and analytics dashboards. Implemented CORS policies, error handling for invalid tokens, and ensured a user-friendly, secure experience, showcasing full-stack development and authentication expertise.

Web based RPG game | Project
Developed a multiplayer web RPG game using Phaser.js and Socket.IO for real-time player movement, animations, and collisions. Integrated a tile-based map with Tiled and built a Node.js server to synchronize player states, handle new connections, and manage disconnections. Focused on scalability, performance optimization, and a smooth, interactive gaming experience.

Web Development Intern at 8K productions, Bengaluru, Karnataka | Projects
As a Web Development Intern, I coded and debugged web applications using HTML, CSS, and JavaScript to meet project requirements. Conducted routine maintenance, ensuring websites were responsive and user-friendly. Assisted in content management and SEO practices.

Game Development using Unity Engine | Video
Jet Escape: Alien Siege Developed a 2D game in Unity, inspired by Flappy Bird mechanics. Created engaging gameplay featuring a jet navigating through skyscrapers while avoiding obstacles. Implemented dynamic spawning systems for towers and enemies to increase game challenge. Enhanced skills in Unity, C#, and game design principles.

Certifications

Machine Learning and Self-Driving Cars Verification Link
Learn Cyber Security from scratch: Practical Guide from Udemy Verification Link
PCI Compliance from Qualys Verification Link

Education

HKBK College of Engineering | Bangalore, Karnataka

Information Science Engineering | 07/2025
Currently studying in 7th semester of my course and have an aggregate of 80%.