

VINAG SV

GITHUB URL: <https://github.com/vinagsv>

Portfolio URL: <https://vinagsv-portfolio.netlify.app>

Mobile:9480494529 | **Email:**vinagsv@gmail.com

CAREER OBJECTIVE

Looking for a challenging and responsible opportunity, explore strengths and potentials and to gain experience from a professional organization to meet employer expectations and to continually develop my technical skills in the field of full stack web development systems with a view to join a team of professionals and to work with a progressive company for a long and rewarding career.

WORK EXPERIENCE

- Currently undergoing hands-on FullStack Web Developer & DSA course at WebStack Academy (<http://www.webstackacademy.com>), Bangalore

TECHNICAL SKILLS

- **Front-end Technologies:**
 - JavaScript
 - Java
 - Python
- **Front-end Technologies:**
 - HTML5
 - CSS3
 - Bootstrap
- **MERN Stack:**
 - React
 - Node.js
 - Express.js
 - MongoDB
- **Data Structures and Algorithms (DSA) with Java:**
 - Linked Lists, Stacks, Queues
 - Recursion & Backtracking
 - Trees & Graphs
 - Sorting & Searching Algorithms
 - Dynamic Programming
 - Hashing & HashMaps
 - Bit Manipulation
- **Foundation Paradigms:**
 - Object Oriented Programming (OOP)

- Design patterns
- APIs using REST Interfaces
- Document Object Model (DOM)
- Basics of Networking and HTTP
- **Development Environment and Tools:**
 - Development Platform: Ubuntu 22.04 LTS / Windows 10+
 - Editor: VS Code
 - Web Server & Packages: Node.js, Express.js, MongoDB Atlas, Mongoose
 - Version Control: Git & GitHub
 - Debugging Tools: Chrome DevTools, Postman for API testing

COURSE WORK

- Computer Architecture
- Operating Systems
- Software Engineering

PERSONAL ATTRIBUTES

Quick learning of new initiatives

- Ability to meet deadlines through effective time management
- Ability to work effectively under pressure
- Maintaining healthy interpersonal relationships with team>

EDUCATION

B.E (CSE), Vemana Institute , 7.72(cgpa), 2020-2024

- Class – XII, STATE BOARD, 88.5%, 2020
- Class – X, STATE BOARD, 91.04%, 2018

CONTRIBUTIONS AND ACHIEVEMENTS

- Received the best project Award for the College final Project with INR 2000 Cash prize

PERSONAL INTERESTES

- Pencil sketching
- Badminton
- Reading Books

PROJECTS AT WSA

Project Number:1

Title	Online portfolio
Project brief	The objective of creating online portfolio is to build a credible technology profile. This project aims to make the portfolio site as an ever growing platform to build and showcase skills of a web developer. The portfolio site included personal information, technical skills, projects and other related information mentioned in an easily understandable manner by leveraging frontend technologies.
Technologies used	React, Tailwind, GIT
My role	Developer
Key challenges and learnings	<ul style="list-style-type: none"> ▪ Making the page responsive by scaling it across various browser resolutions. Testing in mobile phone exposed additional issues which was resolved by understanding the grid system better. ▪ Coming up with various pages and flows was one of the challenges faced during implementation. It was resolved by coming up with a high level site-map and creating UX flows.

Project Number:2	
Title	Task Manager
Project brief	A task manager application helps users organize, prioritize, and track tasks efficiently. It typically offers features like task creation, Editing tasks , task status, tasks labels, and progress monitoring. Users can categorize tasks, set statuses, boosting productivity. Popular examples include Todoist, Microsoft To Do, and Trello.
Technologies used	React.js , Express.js , MongoDB , Node.js
My role	Developer
Key challenges and learnings	<ul style="list-style-type: none"> ▪ Making the page responsive by scaling it across various browser resolutions. Testing in mobile phone exposed additional issues which was resolved by understanding the grid system better. ▪ Coming up with various pages and flows was one of the challenges faced during implementation. It was resolved by coming up with a high level site-map and creating UX flows.
Project Number:3	
Title	Music Player
Project brief	This music player application offers a sleek, user-friendly interface for managing and enjoying music. It features a track list for easy song selection, a central player with play/pause, shuffle, repeat, and track navigation controls, and a progress bar with time tracking. Users can adjust volume, playback speed, and view song details like title and artist. A modal preview provides artist information, including follower counts and verified status, enhancing the listening experience.
Technologies used	HTML5, CSS3 and Javascript
My role	Developer

Key challenges and learnings	<ul style="list-style-type: none"> ▪ Syncing the progress bar (#progress), current time (#current-time), and time left (#time-left) with the audio playback. Ensuring accurate updates during play, pause, seek, or track changes is complex. ▪ Implementing smooth playback speed changes (via #customdropdown) and volume adjustments (#volume) without glitches or distortion in audio output.
-------------------------------------	---

Project Number:4	
Title	SkyCast – A Weather forecast Application
Project brief	The Weather Application is a React-based web application designed to provide users with real-time weather information and forecasts for any specified location. Built with a clean and intuitive user interface, the app leverages the Open-Meteo API for weather data and OpenStreetMap's Nominatim API for geolocation and city search functionality. The project is structured using modern JavaScript practices, React hooks, and modular components, making it both scalable and maintainable.
Technologies used	React.js, Vite, HTML , CSS3, react-chartjs
My role	Developer
Key challenges and learnings	<ul style="list-style-type: none"> ▪ Integrating the Open-Meteo API and Nomination API required handling asynchronous requests, managing API response structures, and transforming raw data into a usable format. The Open-Meteo API returns weather data in arrays with timestamps, which needed alignment with local time zones and filtering for relevant metrics . ▪ Using the browser's geolocation API to fetch the user's current location posed issues with permissions, browser compatibility, and fallback behavior. Some users might deny location access, requiring a robust default location strategy. ▪ Implementing a responsive city search with autocomplete suggestions using the Nomination API required debouncing user input to prevent excessive API calls and managing suggestion rendering efficiently.

WORK/PERSONAL PROJECTS

Project Number:1	
Title	ZipSplitter – A C++ Utility to Extract Embedded ZIP Files
Project brief	ZipSplitter is a command-line utility written in C++ that scans a single binary file containing multiple concatenated ZIP archives and extracts each ZIP archive into a separate file. The program identifies ZIP file signatures (PK\x03\x04) and uses a chunk-by-chunk parsing approach to isolate and write out each individual ZIP to disk. This is especially useful in digital forensics or data recovery scenarios where multiple ZIPs are embedded in a single stream or dump.

Technologies used	C++, Standard Library (fstream, vector, string), Binary file I/O
My role	Developer
Key challenges and learnings	<ul style="list-style-type: none"> ▪ Parsing binary data in C++ required working with low-level file operations and careful handling of buffers and pointers. I learned how to identify ZIP headers using byte patterns and manage streams efficiently. ▪ Extracting individual ZIP files from a continuous byte stream meant managing offset tracking and implementing a stateful parser to detect the start of a new ZIP archive and the end of the current one. ▪ Ensuring data integrity while writing binary data to new files taught me to manage byte boundaries carefully and flush output buffers properly.

Project Number:2	
Title	Billboard impression counter
Project brief	The project is to provide advertisers with more accurate and reliable data on audience engagement with billboards, enabling them to optimize their campaigns, allocate resources efficiently, and make data-driven decisions by counting the number of impressions a advertisement billboard gets from pedestrians walking by, and analyzing age, gender and the average time a person looked at the advertisement.
Technologies used	Python, opencv, YOLO V5
My role	Developer
Key challenges and learnings	<ul style="list-style-type: none"> ▪ Performance problem due to high compute demand ▪ False detection of objects as people. ▪ Detection of impression when face of person is not visible completely due to some obstructions

INTERNSHIP PROJECTS

Project Number:1	
Title	Ecommerce Web site
Project brief	I was responsible for gathering, organizing, and validating data to support the development and optimization of an e-commerce website. Your primary tasks included collecting product information, customer data, market trends, and competitor insights from various sources, such as web scraping, APIs, or manual research.
Technologies used	HTML5, CSS3 , Javascript
My role	Developer

Key challenges and learnings

- Making the page responsive by scaling it across various browser resolutions. Testing in mobile phone exposed additional issues which was resolved by understanding the grid system better.
- Coming up with various pages and flows was one of the challenges faced during implementation. It was resolved by coming up with a high level site-map and creating UX flows.