Vishal Ranjan

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EDUCATION

SHARDA UNIVERSITY
B.TECH IN COMPUTER SCIENCE
Graduated | May 2014 | Gr.Noida, U.P.
Computer Science & Engineering
Cum. GPA: 7.4 / 10.0

PREMALOK MISSION
UnderGrad. May 2009
Patna, Bihar India

SKILLS

PROGRAMMING
Angular JS, Node JS, MongoDB,
Express, HTML 5, CSS, JS,
Familiar
Python, Java, Php

LINKS

Github:
http://github.com/vishivish18
Linkedin:
https://in.linkedin.com/in/vishalranjan18

COURSEWORK

GRADUATION
Human Computer Interaction
Artificial Intelligence
Mobile Computing
Networking
Compilers
Web Development

HOBBIES

- Listening to Music
- Playing Guitar
- Travelling
- Reading
- Writing

EXPERIENCE

MUSEJAM | FULL STACK WEB DEVELOPER
June 2015 – Present |New Delhi

I joined this project as it was around both my passions, code and music. Being part of a startup I got to work on a product inside out. I built the Angular app from scratch
with two awesome people. And also got my hands dirty with Laravel. The product contains a fully responsive website for India's Live Music, and admin panel for the in house team and Control Panel for the industry users. The product has just started gaining traction and I am sure it will do wonders

EXPONENTIAL INTERACTIVE| ADVERTISING INTELLIGENCE
January 2014 – June 2015 | Noida, U.P.

I joined Exponential while I was still in college and it was an amazing experience to know how the advertisement industry works. I worked in the team of Ad Operations for 18 months and was part of various in house projects based on JS and hence my love for JS turned stronger.

PROJECTS

MED-STOCK | STOCK MANAGEMENT
November 2015 – Present

- In one of my client works I designed a system which was capable of managing stocks and ledger reports of medical companies. I realized its usage and extended it further so that it can be used by any company, it is built using the MEAN Stack

MKA| HEALTH CARE APPLICATION (www.getmka.in)
November 2013 – September 2014

- What started as a fun project in college turned into one of the most important learnings. We were trying to solve the problem we faced, "Un –interrupted Long hours on computers were causing health problems". The project was a desktop app built in Java and we succeeded in getting more than thousand downloads. We are thinking to start it again, this time making it smart (AI needed)

KITTY| MULTIPLAYER ONLINE CARD GAME
February 2015 – August 2015

- This project was a carryover of what I did in **Open-Flush.** The idea of desktop application did not work and this project required redoing the whole thing again, but this time for the web using the MEAN stack.

OPEN-FLUSH | MULTIPLAYER ONLINE CARD GAME
July 2013 – January 2014

- I developed an online card game with 3 more people, this being my first experience with a real time project helped a lot in my future code endeavors. The project was a desktop application that ran over the internet and was built using Java Swing.