VISHWA T

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OBJECTIVE

Aspiring Software Developer enthusiastic about launching a career in software development. With strong front-end skills and a keen interest in back-end technologies, I am seeking an entry-level role where I can apply my expertise, address complex challenges, and contribute to innovative projects in a dynamic and collaborative environment.

EDUCATION

Bachelor of Computer Application (2021-2024) - CGPA: 8.06

Kamaraj College - Tuticorin

HSC (Computer Science) 2021 - 79.73%

Sri.S.Badalchand Sugankavur Chordia Vivekananda Vidyalaya Hr.Sec School - Mudichur

TECHNICAL SKILLS

• Programming Languages: C++, JavaScript (Proficient)

• Frontend: React.js, HTML, CSS, SCSS (Proficient)

· Version Control: Git, GitHub

· Design Tools: Photoshop

• Backend: Node.js, Express.js (Basic)

• Databases: MongoDB, MySQL (Basic)

SOFT SKILLS

- Problem-Solving
- Time Management
- Team Working
- Multitasking
- Adaptivity

EXPERIENCE

POSTULATE INFO TECH PRIVATE LIMITED

Full Stack Web Development Intern

Mar 2024 - Jun 2024

- Contributed to the ERP project for Holy Cross Home Science College, focusing on developing the library management system.
- Developed and implemented 6 front-end pages for the library management system, significantly enhancing user experience and functionality.
- Utilized Iconic Angular, TypeScript, and SCSS to ensure responsive and interactive design.

PROJECT

FLASHY CABS - CAB BOOKING WEB APP

Full-stack MERN web application integrating Leaflet for maps and Clerk for authentication.

- Implemented seamless booking flow with real-time car availability updates and automated email notifications.
- · Frontend: React.js, SCSS
- · Backend: Node.js, Express.js, MongoDB
- · APIs: Leaflet, Clerk
- GitHub Link | Live Link

ACHIEVEMENTS

WEB DEVELOPMENT:

- Awarded 1st prize in web development competition at St. Xavier College (XPASO'24), proficient in Bootstrap. DEBUGGING COMPETITIONS:
 - Active participation in 5 competitions, showcasing adept problem-solving skills.
 - Secured victories in 3 competitions, demonstrating consistent proficiency in software bug identification and resolution.

GAME DEVELOPMENT:

- Developed three standalone mini-games showcasing proficiency in Unity Game Engine with C#.
- · Successfully participated in two game jams. Link