

Yetendra Bhandari

✉ - yetendrabhandari@gmail.com



Experience

Frontend Web-Developer Intern at
OMIKRON INDUSTRIES (Oct – Dec, 2020)

Created a React application for a hair-treatment company to register and manage multiple clinics while using JWT tokens for authentication.

Used React Hooks for maintaining states within the application for analysis of complex hair data.

Integrated Stripe to allow payments through credit/debit cards.

Developed a Vue application for an online pet store with support for multiple search criteria backed by MongoDB Realm.

Developed multiple React applications for different car-rental companies backed by the same framework ensuring scalability.

Created Python scripts to automate filtering and upload of raw/scraped data to Firebase and MongoDB Atlas.

Education

Master of Computer Application (MCA)

University of Delhi (2019 – 2022)

Bachelor of Science (B.Sc.) (Hons.),
Computer Science

University of Delhi (2016 – 2019)

Senior Secondary (XII), Science

Bright Lands School (ISC Board) 2016

Percentage: 94.50%

Secondary (X), Science

Bright Lands School (ICSE board) 2014

Percentage: 90.20%

Certifications

[CodeChef Certified Data Structures And Algorithms Programme \(Sept 2019\)](#)

Username: montyyb (Certification ID: 8f2d0ef)

Technical Skills & Tools

Programming Languages – **Python**,
Javascript, Java

Backend – **Express**, **Django**, **REST APIs**,
GraphQL, MongoDB, PHP

Frontend – **Vue**, **React**, **Tailwind CSS**

Other – OpenCV, Vector Graphics

Projects

[Interview Fox](#) (Oct – Nov, 2020)

An interviewing and social platform for businesses and employees.

Uses Express and MongoDB for serving the REST API for the React application and JWT tokens for authentication.

Allows real-time messaging in channels and between employer & applicant with the help of WebSockets using Socket.io.

[Tech Toys](#) (Aug – Sep, 2020)

An e-commerce platform for buyers and sellers.

Built using Vue and Django which serves a GraphQL API.

[Snake Swipe](#) (Jan - Feb, 2020)

A snake game that recognizes swiping gestures to control the game.

Written in Python and uses OpenCV for processing the image feed from the webcam.