

HARSH KUMAR

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EDUCATION

Department of Computer Science, University of Delhi

Master of Computer Applications

August 2019 - May 2022

CGPA: 8.0

Trinity Institute of Professional Studies, GGSIPU

Bachelor of Computer Applications

August 2016 - May 2019

CGPA: 8.3

EXPERIENCE

Full-Stack Developer

Fincopter

January 2022 - Present

- Developed application front-end using Angular framework
- Developed Rest APIs using ExpressJs
- Built authentication module for employees
- Built a custom CMS for articles and integrated Quill Editor on front-end for same
- Implemented admin panel using for backend operations
- Implemented caching using Redis cache

Web Development Intern

OneWorldLearners

February 2020 - August 2020

- Developed frontend using Angular 8
- Implemented authentication using JWT
- Optimized application using caching
- Handeled deployment on google cloud

PERSONAL PROJECTS

MOOD TRACKER APP | *React Native*

- Built a mobile application where user can track their mood throughout the day
- Added History screen so user can view their mood history
- Added Analytics screen to show user moods in a chart format

PROJECT MANAGEMENT APP | *Next.js, PostgreSQL*

- Developed a full-stack web application using Next.js 13 for management of projects
- Users can add multiple projects to their dashboard
- Each project can have multiple tasks

RESUME BUILDER | *MongoDB, ExpressJs, ReactJS, NodeJs*

- Developed a full-stack web application using ExpressJs serving a REST API with React as the frontend
- Implemented authentication using JWT
- Implemented state management using Redux

DUCS PLAYBOOK | *ReactJs, Firebase*

- Developed an unofficial website where students can learn about department
- Handled user authentication and form data collection using Firebase.
- Implemented download feature usign which students can download study material in PDF format.

GALAXY SHOOTER 2D | *Unity Engine*

- Built a simple 2D shooting game developed using Unity Game Engine
- Implemented scripts for game play
- Implemented post processing effects into the game for UI enhancement.

SKILLS

Languages: JavaScript, Typescript, Python, Java

Frameworks/Libraries: ReactJs, React Native, Next.js, Redux, Angular, ExpressJs, Bootstrap, Material UI

Database: PogstreSQL, MongoDB

Others: Git, Npm, Yarn, Webpack, GraphQL, Docker, Kubernetes, AWS, Unity Engine