

Pranav Kumar Bhandari

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PROFESSIONAL SUMMARY

Software developer with hands-on experience building production-grade web applications using the MERN stack. Delivered 3 deployed projects featuring REST APIs and JWT-based authentication. Comfortable with Git workflows and Agile practices, with a focus on writing clean, scalable code. Looking to contribute to a product-driven team in a full-stack or backend role.

EDUCATION

- **Ch. Ranbir Singh State Institute Of Engineering and Technology** Jhajjar, Haryana, India
Bachelor of Technology - Computer Science and Technology; CGPA: 7.0/10 2021 – June 2025

SKILLS SUMMARY

- **Languages:** Python, C++, TypeScript
- **Frontend:** HTML5, CSS3, React.js, Tailwind CSS, Next.js
- **Backend:** Node.js, Express.js, REST API, JWT Authentication
- **Database:** MongoDB
- **Tools & Workflow:** Git, GitHub, Postman, Agile (Scrum basics), Vercel

EXPERIENCE

- **MotionCut** Virtual
Full Stack Developer (Intern) Aug 2024 – Sep 2024
 - **Full-Stack Web Application:** Engineered a full-stack blog platform using the MERN stack with RESTful API integration, supporting 5+ core content operations (create, read, update, delete, like) across a responsive UI.
 - **Feature Development:** Developed and shipped 5+ user-facing features including post creation, editing, and management, improving content workflow efficiency by an estimated 40%.
 - **Authentication & Security:** Implemented JWT-based authentication with protected routes and role-based access control, securing all API endpoints against unauthorized access.

PROJECTS

- **Inventory Management System [GitHub]:**
Built a full-stack inventory system supporting multi-shop registration, automated invoice generation, and real-time stock tracking for 100+ product entries. Implemented full CRUD operations and role-based access control with secure JWT authentication.
Technologies: React.js, Node.js, Express.js, MongoDB, REST API, JWT, Git
- **Online Chess Game (Chess.com Clone) [GitHub]:**
Developed a real-time multiplayer chess application supporting 2 concurrent players per session with sub-100ms move synchronization via WebSockets. Implemented player matchmaking, persistent game state management, and full server-side move validation.
Technologies: Node.js, Express.js, MongoDB, Socket.io, EJS, Tailwind CSS, Git
- **Sketch-Blitz [GitHub] [Live]:**
Created a real-time multiplayer drawing and guessing game supporting 5+ concurrent users with synchronized canvas rendering and a live scoring system via WebSockets. Deployed on Vercel with zero-downtime hosting.
Technologies: HTML5 Canvas, JavaScript, Node.js, Express.js, Socket.io, MongoDB, Git

CERTIFICATIONS

- **Full-Stack Web Developer Internship:** Completed internship at **MotionCut** building and deploying a MERN stack web application. **Certificate Link**
- **Data Structures and Algorithms (DSA):** Completed DSA coursework covering arrays, sorting, linked lists, stacks, queues, and recursion. **Certificate Link**

COMPETITIVE PROGRAMMING

- **LeetCode/GeeksForGeeks:** Solved problems across arrays, strings, linked lists, and data structures. (**Leetcode**) **Profile Link (GFG)Profile Link**
- **Total Problems Solved:** **310+** problems solved across LeetCode and GeeksForGeeks, demonstrating strong problem-solving and DSA fundamentals.