Akshat **Sawraj**

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# Professional Profile

* Proficient in developing well-designed, efficient, and testable code using Java
* Implemented business logic using SQL objects like tables, views, and constraints using Data Definition Language (DDL) and Data Manipulation Language (DML) concepts.
* Hands-on experience with designing websites using HTML5, CSS and JavaScript

# Worked with Spring Boot REST API

# Skills

## **Programming Language :** Java · Python· SQL · C++ · HTML · CSS · JavaScript

## **Web Technologies :** React · REST API · Bootstrap · Java Servlet · JSP · JDBC · jQuery

**Databases :** MySQL · SQL Server · MongoDB · Oracle SQL · PL/SQL

**Operating Systems :** Windows 10 · Kali Linux · Ubuntu · Virtualization

**Cloud Computing :** AWS · Azure · Docker · Container ·

# Education

**Information Technology - Software Development Diploma** Graduating April 2022

Southern Alberta Institute of Technology (SAIT), Calgary AB

* GPA: 3.84 / 4.00

**Certified Associate in Python Programming (PCAP-31)**  August 2021

Python Institute, Calgary AB

**Certified in Azure Fundamentals (AZ-900)**  October 2021

Microsoft

# Work Experience

**Full-Stack Developer**  September 2021 – April 2022

SAIT Capstone Project - Alberta Bike Swap

[*Website Link*](https://albertabikeswap.ca/)

* Designed and developed an Alberta Bike Swap web application optimized for all cross-browser using JAVA.
* Front end interface development using JAVA JSP, HTML, CSS, and JavaScript.
* Back end developed using JAVA Servlets, JDBC, SQL database.
* Followed agile methodology and coordinated with the client to ensure that team members are held accountable, and all deliverables are met.

**Software Developer Intern** May 2021 – September 2021

AMZ One Step, Edmonton, AB

* Designing, developing & maintaining web applications using Java and Spring Boot Framework
* Front end UI development using HTML, CSS, and React component.
* Worked on SQL databases and SQL objects like Tables, Stored Procedures, Views, Indexes, Triggers, user defined data types and functions.
* Worked with JSON files and accessed them using AJAX call in the webpage using JavaScript
* Communicating with the clients for requirement gathering and preparing documentation of the requirement to share with the team.
* Actively debug, problem solve and correct any issues discovered in existing software products.

# Projects

**HOME Inventory Web Application**

[*Source Code*](https://github.com/AkshatSawraj/HOME-nVentory) *·* [*Project Link*](https://github.com/AkshatSawraj/HOME-nVentory#readme)

* Home Inventory is a web application that helps homeowners to keep track of their inventory of household items for insurance purposes.
* Designed and developed the web application optimized for all cross-browser using JAVA.
* Implemented Bootstrap, Cascading Style Sheets in the web application for attractive front-end interface.
* Front end interface development using JAVA JSP, HTML, CSS, and JavaScript.
* Back end developed using JAVA Servlets, JDBC, SQL database.

**Portfolio Website**

[*Source Code*](https://akshatsawraj.netlify.app/) *·* [*Project Link*](https://akshatsawraj.netlify.app/)

* Designed responsive personal portfolio website using HTML CSS and JavaScript.
* Launched the project on a custom domain using Netlify.

**Facebook Website Cloning**

[*Source Code*](https://github.com/AkshatSawraj/Facebook-Clone#readme)

* Worked on cloning all possible designs and functionality to equal the Facebook website.
* Used React Native, JavaScript, TypeScript, Java Spring, REST API to build the clone.
* Used Google Firebase Authentication, Firebase Storage, Redux, Spring boot, Mongo No-SQL Database.

**Battleship Game**

[*Source Code*](https://github.com/AkshatSawraj/BattleShipGame) *·* [*Project Link*](https://github.com/AkshatSawraj/BattleShipGame)

* This is a java multithreaded socket program of the Battleship game implemented with a server and game client. Both the client and the server have a GUI interface. The server’s GUI displays and monitor game traffic; The client’s GUI contains a fleet map, a target map, chat portal and other game components required to play the game.
* Used Java GUI Framework (Swings /Applet) and JavaFX for frontend interface.
* Backend developed using java Multithreading, JDBC database connectivity, Networking sockets.
* Used different data structures to decrease the time complexity of the application.
* Created a Threaded chat server for players to chat with each other.

**XML File Parser**

[*Source Code*](https://github.com/AkshatSawraj/XML-Parser#readme) *·* [*Project Link*](https://github.com/AkshatSawraj/XML-Parser#readme)

* This is a java application that parses a xml file to properly formatted data.
* Created Stack, Queue, Array List, Double LinkedList, and Binary Tree data structures and their ADTs from scratch to incorporate logic for parsing xml tags and functionality. Included complete set of Junit tests for each data structure.
* Created 6 sorting algorithms (Bubble Sort, Insertion Sort, Selection Sort, Merge Sort, Quick Sort, Heap Sort) for experimental and complexity analysis of each sort.