SRI SARAN

Software Developer | Backend & Application Developer (Fresher)

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PROFESSIONAL SUMMARY

Motivated software developer with hands-on experience in building full-stack web applications, real-time chat systems, cross-platform mobile apps, and Java-based games. Strong foundation in backend development using Django, real-time communication using WebSockets and Firebase, and object-oriented programming. Actively seeking an entry-level software developer or backend developer role.

TECHNICAL SKILLS

Programming Languages
Python, Java, Dart, SQL

Frameworks & Technologies
Django, Django Channels, Flutter, Firebase, libGDX

Databases
PostgreSQL, Firebase Firestore

Real-Time & Messaging
WebSockets, Firebase Cloud Messaging (FCM)

Frontend
HTML, CSS, Bootstrap

Tools & Platforms
Git, GitHub, VS Code, IntelliJ IDEA, Android Studio, Tiled Map Editor

Core Concepts
OOP, MVC Architecture, Authentication, REST APIs, Real-Time Systems

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PROJECTS

Service Request Management System

Django | PostgreSQL | WebSockets

- Built a full-stack web application that allows users to submit service requests with details such as request type, location, and description.
- Implemented request tracking with statuses including **Waiting**, **Assigned**, and **Resolved**.
- Developed an admin dashboard to view, assign, and manage all user requests.
- Implemented **one-to-one chat** between the assigned admin and the request owner.
- Implemented a **global real-time chat** system for all users and admins using **Django Channels and WebSockets**.
- Designed a responsive user interface using HTML, CSS, and Bootstrap.
- Used PostgreSQL for structured data storage and relational data handling.

Cross-Platform Real-Time Chat Application

Flutter | Firebase | FCM

- Developed a real-time chat application supporting **Android, Web, and Windows** platforms using Flutter.
- Implemented user authentication using **Google Sign-In**.
- Built one-to-one chat and **group chat (club)** features.
- Enabled users to create and join group chats dynamically.
- Implemented **push notifications** using Firebase Cloud Messaging (FCM), including notifications when the app is closed.
- Ensured real-time data synchronization across all platforms using Firebase services.

2D Java Game Using libGDX

Java | libGDX | Tiled

- Developed a 2D game using Java and the libGDX framework.
- Designed game maps using **Tiled Map Editor**, including tile layers and object layers.
- Implemented player movement, collision detection, and smooth wall sliding during diagonal movement.
- Added walking animations and sound effects upon reaching the goal.
- Applied object-oriented programming principles for clean and modular game architecture.

EDUCATION

Bachelor of Computer Applications (BCA) – *Not Completed*
- Strong performance in programming and laboratory subjects - Arrears in non-programming subjects

Higher Secondary Education (12th Standard)
State Board of Tamil Nadu

ADDITIONAL INFORMATION

- Comfortable using AI tools for learning, debugging, and improving development productivity.
- Strong interest in backend development, real-time systems, and software engineering.
- Actively building projects and improving problem-solving skills.