

Vishal Dhiman

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EDUCATION

UIET MAHARSHI DAYANAND UNIVERSITY

B.TECH IN COMPUTER SCIENCE
Aug 2019-July 2023 | Rohtak, India
Cum. GPA: 8.2 / 10.0

LINKS

Github:// [vishudhiman](#)
LinkedIn:// [vishaldhiman](#)

SKILLS

PROGRAMMING

C/C++ • JavaScript • Java •
SQL • GoLang • Python

OS

GNU/LINUX • WINDOWS

DATABASES

MongoDB • PostgreSQL • MySQL

WEB-DEVELOPMENT

HTML • CSS • TailwindCss •
React.Js • Vue.Js • Svelte • Next.Js
• Redux • React Native • Node.Js •
Express.Js • Django • Flask • GraphQL •
Bash • Gin

TOOLS/PLATFORMS

Git • Cypress • Webpack •
Heroku • Docker • Markdown • Vim •
Sublime Text • VsCode •
Android Studio

SOFT SKILLS

Leadership, Ability to Work Under
Pressure, Decision Making, Time
Management, Adaptability, Teamwork,
Creativity

CODING PROFILES

LEETCODE

<https://leetcode.com/Vishudhiman/>

CODING NINJAS

<https://bit.ly/3T91neN>

EXPERIENCE

BEATOVEN.AI | SDE FRONTEND (INTERN + FULL TIME)

Aug 2021 - Present | Bangalore, India

- Developed and launched the Beatoven website and Artists Portal, achieving an 85% Lighthouse Performance Score, enhancing platform speed by 30% and reducing page load times by 25%, leading to a 20% increase in user retention.
- Implemented automated tests, reducing crashes by 40% and accelerating bug detection by 30%.
- Played a pivotal role in developing the "Selective Recompose" feature, which allowed users to compose specific sections of a track with 40% more efficiency.
- Led the development and integration of two critical features: "Instrument Control" and "Bookmarks." These features enabled users to customize instrument changes and save their favorite tracks across browsers, leading to a 25% increase in user engagement and a 20% rise in user satisfaction. The enhancements also contributed to a 15% faster workflow for artists, enabling them to focus more on creativity.

TRILUXO PRIVATE LIMITED | FRONT-END DEVELOPER

Dec 2020 - Feb 2021 | Noida, India.

- My primary focus at Triluxo was maintaining good code quality by writing and determining the structure and components of the project, making sure they were reusable, and fixing crucial bugs in the web app.
- Developed the user management dashboard for the administrator user to manage the user data properly without looking into the database. Improved user experience by creating user-friendly interfaces and tools.

PROJECTS

KATERKING (FREELANCE PROJECT)

| NODEJS, EXPRESSJS, MONGODB, REACTJS, REDUX

<https://katerking.in/>

- Spearheaded the development of a dynamic mobile-first web platform exclusively for caterers, revolutionizing the process of managing catering orders for diverse events.
- Successfully implemented three user scenarios – user, caterer, and admin – ensuring an intuitive experience for all stakeholders.
- Engineered with scalability in mind to seamlessly adapt to evolving business models and high traffic volumes.
- Currently live and actively in development, with ongoing enhancements and updates.

ECOMMERCE WEBSITE(MERN) | REACTJS,

EXPRESSJS, NODEJS, MONGODB, REDUX

<https://faconapp.onrender.com/>

- Developed a mobile-first web application dedicated to facilitating online product purchases, featuring essential functionalities such as user authentication, registration, and secure payment processing.
- Incorporated two distinct user scenarios: regular users and administrators. Administrators have full control over managing accounts, products, and orders via the admin panel, while regular users can track their purchase history through the profile settings section.