

SWAPNANEEL KUNDU

SOFTWARE DEVELOPER

Balurghat, West Bengal | swapnaneelkundu2@gmail.com | <https://swapnaneelkundu.pages.dev> | [linkedin.com/in/swapnaneel-kundu-8935751bb](https://www.linkedin.com/in/swapnaneel-kundu-8935751bb) | +91 8649894708

PROFILE

Full-Stack MERN Developer (BTECH CSE) specializing in SaaS Web Application development and scalable REST API / Microservices architecture (React.js, Node.js, MongoDB, MySQL). Software Development Life Cycle (SDLC), Object-Oriented Programming (OOP), and Agile/Scrum methodologies. Competent in DevOps practices including Docker, GitHub Actions, and CI/CD pipelines.

TECHNICAL SKILLS

- | | | | |
|--------------|---------------------|------------------------|-----------------------------|
| • MongoDB | • Node.js | • HTML5 / CSS3 | • Docker |
| • Express.js | • JavaScript (ES6+) | • SQL / MySQL / NoSQL | • REST APIs / Microservices |
| • React.js | • Tailwind CSS | • Git / GitHub / CI/CD | • AWS S3 / Cloudinary |

PROFESSIONAL EXPERIENCE

Freelance Full-Stack Developer

Dec 2025 – Present

- Architected a scalable **microservices** file-processing system using **Node.js**, **AWS S3**, and Python Celery workers with extension-based routing, reducing processing time by **65%** across 5,000+ files; demonstrating strong back-end web development and system design skills.
- Integrated **Gemini Flash & ChatGPT Turbo** for AI-driven file analysis and real-time updates via **REST APIs**, achieving a **99.5% job success rate** and improving system responsiveness by 40%.

Full Stack Developer, Hosla Foundation

Feb 2025 – Nov 2025

- Architected and developed a **SaaS MERN backend** (Node.js, Express.js, MongoDB, Mongoose ORM), reducing developer onboarding time by **50%** via 20+ modular **RESTful APIs**, applying SDLC best practices and clean, modular code standards.
- Engineered a scalable system supporting **120+ concurrent users**, secured with **JSON Web Token (JWT)** authentication and optimized **API response times** by 25%
- Integrated **Winston** logging and error monitoring, cutting debugging and troubleshooting time by **40%**, significantly boosting system reliability and developer productivity.

Software Engineer Trainee, Codsoft

Nov 2024 – Jan 2025

- Developed a **Java-based** Grade Calculator and ATM Interface, applying **Object-Oriented Programming (OOP)** principles and Core Java development to automate processes, reducing manual grading time by **20%**.
- Demonstrated strong problem-solving and troubleshooting skills by translating two real-world operational challenges into functional, well-documented applications with clean, modular code, aligned with **SDLC** best practices.

PROJECTS

LuxeCarry | [Demo](#) | [GitHub](#)

December 2024

- Developed a secure full-stack **e-commerce web application** (Node.js, Express.js, MongoDB) utilizing **20+ RESTful APIs** for product and cart management, achieving sub-500ms API response times; applied **Agile** development practices throughout the SDLC.
- Implemented **Google OAuth**, Stripe-ready payment setup, and cloud integration (**Cloudinary**, **Multer**), resulting in **99.9% media uptime** and supporting seamless, cross-browser compatible transactions.
- Designed a responsive UI with **Tailwind CSS** and **HTML5** managing 100+ product listings with complex cart logic, improving estimated user experience score by **30%**.

RealTimeLocationTracker | [Demo](#) | [GitHub](#)

November 2024

- Engineered a real-time location tracker using **Node.js**, **Express.js**, and **Socket.IO (WebSockets)**, achieving sub-second latency (under 500ms) while handling live, simultaneous tracking for **100+ simulated users**; demonstrated expertise in scalable back-end web development.
- Implemented core mapping features via **Leaflet** and Leaflet Routing for shortest-route generation and dynamic marker updates, using a **\$0-cost open-source** stack with **99.9% routing accuracy**; capable of processing 50+ location updates per second.

ChessMate | [Demo](#) | [GitHub](#)

January 2025

- Engineered a real-time multiplayer chess game backend using **Node.js**, **Express.js**, and **Socket.IO (WebSockets)**, achieving sub-100ms move latency and supporting **100+ concurrent spectators**; applied bi-directional communication patterns and code review discipline.
- Implemented complex game logic via **Chess.js** for **100% accurate move validation**

EDUCATION

BTECH CSE (2025) — Kazi Nazrul University, Asansol

2021 – 2025