



# Rajdeep Bastakoti

Software Developer | Computer Science Graduate | Tech Enthusiast

Interested in all things tech with expertise in Web Development and the willingness and ability to dive into more Software Development domains.



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github.com/rbcodewalker

## SKILLS

HTML5

CSS3

JavaScript/TypeScript

React/NextJS

Redux

Jest

Angular17

Bootstrap

Tailwind

Flask

Node.js

VCS(Git)

OOP

MySQL/PostgreSQL

NoSQL(MongoDB)

UI/UX(Figma, AdobeXD)

## LANGUAGES

Deutsch (B2.1)

Professional Working Proficiency

English (C2)

Native or Bilingual Proficiency

## SOFT SKILLS

Problem-Solving

Critical Thinking

Communication

## EDUCATION

### BSc. Computer Science | Minor in Robotics and Intelligent Systems Constructor University (formerly Jacobs University)

09/2020 - 06/2023

Bremen, Germany

Courses

- Thesis: Volumetric Visualization of Multi-Dimensional(3D/4D) Raster Weather Data (Software Engineering)
- Programming in C and C++(Programming fundamentals, OOP)
- Algorithms and Data Structures (**Python, C++, OOP**)
- Human Computer Interaction(**UI/UX** design using **Figma**.)
- Software Engineering / Databases and Web Services (**Python, MySQL, PHP, HTML, CSS, JS**)

## WORK EXPERIENCE

### Web Developer tetraeder.solar GmbH

05/2022 - 12/2023

Dortmund, Germany

The company leverages big data to promote renewable energy, providing clients with essential planning tools that unite environmental sustainability and economic viability, contributing to a greener world.

Achievements/Tasks

- Assisted in the design and development of the front-end of websites using **HTML, CSS, JavaScript, TypeScript**, creating a visually appealing and user-friendly online presence.
- Developed numerous server-side components in the backend making use of **Python (Flask, SQLAlchemy), PostgreSQL**, dealing with **RESTful APIs** and ensuring robust data management, security, and server performance.
- Collaborated with clients and used **Google Analytics** to improve website functionality and optimize browser performance by about 50%, significantly improving SEO rankings and user experience.
- Provided several strategic UI/UX design recommendations using **Figma**, contributing to increased user engagement, streamlined navigation, and an elevated brand image.
- Conducted website localization for various web pages and downloadable PDFs across multiple languages, broadening the website's accessibility and audience reach.
- Utilized **Git** for version control in GitLab and GitHub to maintain an up-to-date and clean codebase.

## PERSONAL PROJECTS

### Doctors Hub [↗](#)

- Retrieved doctors' data through server actions in NextJS (TypeScript). Employed **Next.js** and **TailwindCSS** for frontend development. Utilized RESTful API and Doctors API from **OpenAPI** for GET, POST, PUT, and DELETE operations. UI libraries like **ShadCN** and **Radix** for UX. Implemented Clean Architecture for improved code quality, maintainability, and scalability.

### UCL (UEFA Champions League) info website [↗](#)

- Developed a database driven project using HTML, CSS, JavaScript for frontend, **MySQL** database and **PHP/AJAX** server-side scripting for backend in a 4-member group

### Corona Archive

- Utilized the fundamentals and principles of software engineering in this project of 3 team members to track and update public places of COVID infected patients using QR codes and secure admin-based data management system with the use of HTML, CSS, JavaScript and Flask library in Python. Additionally, performed unit tests and functional tests as a means to learn good software practices

### Personal Portfolio Website [↗](#)

- Created a personal portfolio website as a single page application using ReactJS and Tailwind CSS

### SignMeUp [↗](#)

- Designed and implemented a user registration and login system using **Angular** for frontend, **Node.js** and **MongoDB** for backend.

## ACHIEVEMENTS

### JacobsHack 2022 - Winner "Hacker Spirit" [↗](#)

Participated in the annual hackathon at Jacobs University and built a 2D platformer game based on theme "Lost City of Atlantis" using Canvas API in JavaScript and implemented features like parallax scrolling, layered backgrounds, dynamic avatar, etc.