

# Unwan Khan

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[Naukri](#) | [GitHub](#)

## Professional Summary

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Entry-level Software Developer skilled in Java, Spring Boot, and JavaScript (ES6+), with hands-on experience in building responsive web apps, RESTful APIs, and scalable backend systems. Strong in OOP, data structures & algorithms, and concurrency control, with practical exposure to JSON persistence (Jackson), Gradle, JUnit, and Git.

## Education

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University of Lucknow, Master Of Computer Application Nov 2021 – June 2023

- GPA: 8.16/10.0 [View Academic Transcript](#)

University of Lucknow, B.Sc in Computer Science Aug 2016 – Sep 2020

## Certifications & Achievements

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- **Coding & Programming**, Samsung Innovation Campus — Certificate of Completion, 2022
- **Introduction to Java**, Coding Ninjas — Certificate of Excellence & Certificate of Completion, 2023 [View](#)
- **Data Structures in Java**, Coding Ninjas — Certificate of Excellence & Certificate of Completion, 2023 [View](#)
- Consistently solved problems on **LeetCode** for 3+ years; solved **1000+** problems with a **global rank in top 0.2%** (22K / 12.2M users) and maintained an **890+ day ongoing streak (POTD)**

## Projects

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**IRCTC Ticket Booking — Java Ticketing Simulator** [View on GitHub](#)

- Built a Java-based IRCTC ticket booking simulator implementing signup/login, train search, PNR generation/validation, end-to-end booking and cancellation flows.
- Designed OOP domain model and modular services (TrainService, UserBookingService); implemented secure authentication with BCrypt password hashing, and JSON persistence with Jackson + JavaTimeModule using atomic NIO file I/O to prevent data corruption.
- Developed pluggable seat-allocation strategy (first-fit; extensible to group-best-fit & waitlist), added unit-test scaffolding and automated build with Gradle.

**Tech:** Java · Jackson · Java Time API · BCrypt · NIO File I/O · Gradle · JUnit · Git

**GroupChat — Multi-threaded Java TCP Chat Application** [View on GitHub](#)

- Built a multi-threaded Java TCP chat application (ChatServer + console ChatClient) supporting broadcast and private messaging with a thread-per-connection model.
- Implemented core service modules — MessageRouter, ClientHandler and UserRegistry — plus a command processor (user list, private message commands) to enable robust message routing and user management.
- Used Java I/O and socket programming with careful concurrency handling and clear modular structure to simplify maintenance and testing.

**Tech:** Java · TCP sockets · Multithreading · Java I/O · Collections · Git

## Technologies

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**Programming Languages:** Java · JavaScript (ES6+) · C · SQL

**Web Technologies:** Spring Boot · HTML5 · CSS3 (Flexbox, Grid) · JSON · Axios · System Design · Microservices

**Databases & Connectivity:** MySQL · JDBC · MongoDB

**Tools:** Git/GitHub · Postman · Chrome DevTools · JMeter · Jira