

AADIT YADAV

Full stack Web developer

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[Linkedin](#) | [GitHub](#)

EDUCATION

Maharashtra Boards

Degree in SSC

Percentage: 93.60%%

Barshi, Solapur

July 2017 - July 2018

Maharashtra Boards

Computer Science HSC

Percentage: 71.38%%

Barshi, Solapur

July 2019 - July 2020

Pune University

Computer Science Bachelor

CGPA: 8.47

Indapur, Maharashtra

Aug 2020 - Aug 2024

SKILLS

Programming Languages: HTML, CSS, Java (Basics)
Libraries/Frameworks: Javascript, Express JS, Node JS, EJS, Bootstrap, React js
Tools / Platforms: Git, GitHub, Redux
Databases: SQL, MongoDB

PROJECTS / OPEN-SOURCE

Airbnb clone | [Link](#)

JavaScript, ExpressJS, NodeJS, EJS, MongoDB, Bootstrap

- Designed and developed a comprehensive Airbnb clone, showcasing advanced web development skills using **Express**, **Node.js**, **EJS**, and **Bootstrap**. This full-stack project aimed to replicate the key functionalities and user interface of the popular accommodation booking platform.
- Utilized the robust combination of **Express.js** and **Node.js** for building a scalable and efficient backend, allowing seamless communication between the server and client.
- Crafted a visually appealing and user-friendly interface using **Bootstrap**, ensuring a consistent and modern design across different devices and screen sizes.
- Integrated user authentication features using **Passport** package to enhance security, allowing users to sign up, log in, and experience a personalized browsing and booking experience.

Tic-Tac-Toe game | [Link](#)

HTML, CSS, Javascript

I have developed a classic Tic Tac Toe game using **HTML**, **CSS**, and **JavaScript**, showcasing my proficiency in front-end web development. I utilized HTML for structuring the game board, CSS for styling and layout, and JavaScript for game logic and interactivity. I implemented features such as player turns, win detection, and reset functionality, ensuring a smooth and engaging user experience.

Simon Says game | [Link](#)

HTML, CSS, Javascript

Simon Says is a popular memory game that requires players to recall and repeat a sequence of colors or sounds. This project is a web-based interpretation of Simon Says that uses **HTML**, **CSS**, and **JavaScript**.

Bubble Game | [Link](#)

HTML, CSS, Javascript

I created this Bubble game to understand the DOM manipulation along with the Event Bubbling. In this game I use the **HTML**, **CSS** and **Javascript**. Also this game helps to improve the reflexes