

AARYAN.

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SUMMARY

Dynamic and motivated freshly graduated in computer science with a strong background in software development. Fluent in computer programming and experienced in project-based work, showing adaptability and problem-solving skills. Looking for an entry-level position in software development to put knowledge to use, work with teams, and contribute to creative ideas.

EDUCATION

B.E., Computer Science Engineering

Chitkara University Institute of Engineering and Technology,
Punjab

July 2023

9.80 CGPA

TECHNICAL SKILLS

Programming Languages: JAVA, JavaScript, C, TypeScript

Web Development: HTML, CSS, React, Angular

Database: MySQL

Version Control: Git, GitHub

Problem-Solving: Analytical Thinking, Troubleshooting

PERSONAL PROJECTS

Portfolio Website

Project Link - <https://aaryan-portfolio09.netlify.app>

- Designed and developed a responsive portfolio website using React, HTML, and CSS.
- Implemented smooth scrolling, integrated social icons, and customized fonts for enhanced visual appeal.
- Deployed the website to a server using Netlify, showcasing proficiency in deployment and hosting processes.

Weather App

Project Link - <https://aaryan0484.github.io/weather-app>

- Developed a responsive weather app using Angular and TypeScript, integrating APIs for real-time weather data.
- Styled with custom CSS, optimized performance, and thoroughly tested for seamless user experience.
- Collaborated on version control with Git and GitHub and documented project details for future reference.

Quiz App

Project Link - <https://quizapp-09.netlify.app>

- Developed a dynamic Quiz App using JavaScript, HTML, and CSS.
- Implemented features such as user authentication, randomized questions, and scoring.
- Created an intuitive and interactive user interface to enhance user experience.

Simon Game

Project Link - <https://simongame-09.netlify.app>

- Developed Simon Game with JavaScript, testing memory and pattern recognition.
- Developed and implemented a classic Simon Game using JavaScript, challenging players to repeat a randomized sequence of tile clicks generated by the game.
- Designed game mechanics, including score tracking and level progression, to enhance player engagement and create an interactive experience.

CERTIFICATES

Java basic, HackerRank:

March 2021

Introduction to Web Development, Coursera:

May 2020