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   Graduating July 2023

Chitkara University Institute of Engineering and Technology,   9.80 CGPA
Rajpura

Relevant coursework: Programming languages, data structures and algorithms, computer networks, databases, software engineering, and operating systems

TECHNICAL SKILLS

Programming Languages: JAVA, JavaScript, C, TypeScript
Web Development: HTML, CSS, React, Angular
CSS Frameworks: Tailwind CSS, Bootstrap
Deployment and Hosting: Netlify
Database: MySQL
Version Control: Git, GitHub
Front-End Development: PHP, AJAX, Responsive Design, DOM Manipulation
Problem-Solving: Analytical Thinking, Troubleshooting

ACADEMIC PROJECTS

Portfolio Website

Developed responsive React portfolio website from scratch with Tailwind CSS.

- Deployed the portfolio website to a server using Netlify, showcasing proficiency in deployment and hosting processes. Emphasized Tailwind CSS for efficient and streamlined development.
- Implemented smooth scrolling, integrated social icons, customized fonts, and incorporated gradients for enhanced visual appeal.

Created a Members Only Blog

Developed a Members Only Blog using PHP, MySQL, and AJAX, utilizing dynamic web application development techniques to create an interactive and secure platform.

- Enhanced security and access control through PHP and AJAX validated member registration and login authentication.
- Optimized user experience with efficient login/logout functionality and validated contact forms with web-to-email transmission.

Simon Game

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