

Abhisek Das

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OBJECTIVE

Motivated and detail-oriented Electronics and Communication Engineering student with a strong foundation in cybersecurity, network engineering, and software development. Seeking to leverage technical skills and hands-on experience in a challenging role within a dynamic organization.

EDUCATION

Gandhi Institute For Technology

Bachelor of Technology in Electronics and Communication Engineering

- Cumulative CGPA: **8.30/10.0**

Odisha, Bhubaneswar

Currently pursuing, 4th year

Bidwan Residential College

Intermediate in Science

- Marks Secured: **74%**

Odisha, Jajpur

Aug 2019 – Aug 2021

ACHIEVEMENTS AND CERTIFICATIONS

- Completed Cisco Networking Academy certification in Cybersecurity and Networking.
- Completed an industrial internship in Advanced Telecommunication at BSNL, gaining practical experience and insights into cutting-edge telecom technologies.
- Identified and responsibly reported an *SQLi vulnerability* in our college website.
- Identified and responsibly reported a *No Rate Limiting vulnerability* in retool.com on the password reset field.

TECHNICAL SKILLS

- **Programming Languages:** Python, Html, Css, JavaScript
- **Framework:** Django, Metasploit
- **Tools:** Virtual Box, Linux, Burp Suite, Nmap, Sqlmap
- **Cybersecurity:** Networking ,Web Application Penetration Testing

PROJECTS

Django Tweet Application

- **Description:** Developed a web application using Django that allows users to create tweets, register, and log in.
- **Key Features:**
 - User registration and authentication.
 - Ability to create and manage tweets.
 - User-friendly interface for posting and viewing tweets.
- **Responsibilities:**
 - Designed and implemented user authentication and authorization.
 - Developed the tweet creation and management functionality.
 - Created front-end templates and integrated them with back-end logic.

Snake Game

- **Description:** Developed a classic snake game using the Python Turtle library.
- **Key Features:**
 - Interactive game interface.
 - Collision detection and scoring system.
- **Responsibilities:**
 - Designed and implemented game logic and user interface.
 - Integrated collision detection and scoring mechanisms.
 - Tested and debugged to ensure smooth gameplay experience.