ADAMYA KUMAR

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Education

Graphic Era Hill University, Uttarakhand (currently GEHU), India	**2021 - 2025**

- Bachelor of Technology (B.E) in computer science | CGPA: **7**

Sanskar Bharti Convent School, India	**2020 - 2021**

- CBSE (Class XII)

Skills

C++ | C | DSA | HTML | CSS | JavaScript | NodeJS | React | MongoDB| MySQL | Git | GitHub |

Work Experience

AniMart Enterprises | Web Developer Intern	**Jun 2024 – Aug 2024**

- Developed and maintained responsive web interfaces using HTML5, CSS, and JavaScript, improving website performance by 30% across all devices.
- Collaborated with industry professionals to deliver innovative frontend solutions, ensuring cross-browser compatibility and user-friendly designs.
- Implemented React components for an e-commerce application, streamlining the product display and increasing user engagement by 20%.

Projects

AI-Powered-chess	**Jun 2024 – Sep 2024**

- Key Skills: Python
- This project is a simple Chess game developed in Python. The game uses the pygame library to handle the graphical interface and game interactions. You can play against another player in a local two-player setup.
- *Project Link*: https://github.com/Adamya-Kumar/AI-Powered-chess

Netflix-Clone	**Feb 2025 – Mar 2025**

- Key Skills: HTML CSS Javascript MERN stack
- Developed a full-stack web application using the MERN stack (MongoDB, Express.js, React.js, Node.js) that replicates core Netflix functionalities. Implemented secure user authentication, profile management, and a responsive UI for browsing, searching, and streaming movies and TV shows. Integrated an admin panel for content management and utilized JWT for secure authentication.
- *Project Link*: https://netfilxclone-hbac.onrender.com/

StudySync-UI	**Sep 2024 – Nov 2024**

- *Key Skills*: HTML CSS
- StudySync is a coding course selling website built to test and improve UI/UX design skills. This project focuses on creating a visually appealing and user-friendly interface.
- *Project Link*: https://study-sync-ui-xi.vercel.app/

Academic and Extracurricular Achievements

- **Organized and Hosted the Annual Tech Fest**, which attracted over 1000 participants from various universities.
- **Achieved a Top Rank on Coding Ninjas/LeetCode Platform**, consistently performing in the top 5% of students across multiple coding challenges and courses.
- **Completed Web Development Course** with high distinction, gaining comprehensive skills in development.

Positions of Responsibility

Coding Club Member

- Played an integral role in the organization and execution of the annual coding contest at Graphic Era. Responsibilities included coordinating the event, managing participants, and ensuring a seamless experience for all involved. These efforts significantly contributed to the overall success of the contest.