ARBEEN TAJ

GITHub URL: http://github.com/arbeentaj

CAREER OBJECTIVE

Looking for a challenging and responsible opportunity, explore strengths and potentials and to gain experience from a professional organization to meet employer expectations and to continually develop my technical skills in the field of Fullstack Web application Developer with a view to join a team of professionals and to work with a progressive company for a long and rewarding career.

WORK EXPERIENCE

- Currently undergoing hands-on FullStack Web Developer course at WebStack Academy (http://www.webstackacademy.com), Bangalore

TECHNICAL SKILLS

- **Front-end Technologies:**
  - HTML5
  - CSS3
- **MEAN Stack:**
  - Angular 6

COURSE WORK

- Data structures and Algorithms
- Operating Systems
- Software Engineering

PERSONAL ATTRIBUTES

- Quick learning of new initiatives
- Ability to meet deadlines through effective time management
- Ability to work effectively under pressure
- Maintaining healthy interpersonal relationships with team

EDUCATION

- B.E (CSE), VTU, 65.17%, 2011-2015
- Class – XII, 68%, 2011
- Class – X, 73.14%, 2009

CONTRIBUTIONS AND ACHIEVEMENTS

<Call out paper presentations, awards won etc...>

- Vanquisher in UNIX Techno Test
- Vanquisher in College level Volley Ball Tournament.

PERSONAL INTERESTES

<Call out hobbies, only specific ones, not generic...>

- Pencil sketching
- Blogging
- Long distance cycling

PROJECTS AT WSA

Project Number:1	
Title	Whack a penguin.
Project brief	Whack a penguin is a game, which will be played by a single user.Whenever user click on the image it should pop-up a penguin.If the penguin image is yeti,then user should get a message "ROARRRRRRR" along with the yeti image.
Technologies used	HTML5, CSS3, JavaScript.
Deployment	GIT
Key challenges and learnings	▪ Making the page responsive by scaling it across various browser resolutions. ▪ Coming up with various pages and flows was one of the challenges faced during implementation.

Project Number:2	
Title	To do list.
Project brief	Main objective of this project is to create a To do list where you can prioritize the things you need to do , keep track of what still needs to be finished ,
Technologies used	HTML5, CSS3, JavaScript.
Deployment	GIT
Key challenges and learnings	▪ Making the page responsive by scaling it across various browser resolutions.

	▪ Coming up with various pages and flows was one of the challenges faced during implementation.
Project Number:3	
Title	Design a NIM game.
Project brief	Nim is a mathematical game of strategy in which two players take turns removing objects from distinct heaps, which has following rules: There is a heap of stones on the table, each time one of you take turns to remove 1 to 3 stones. The one who removes the last stone will be the winner. You will take the first turn to remove the stones. Both of you are very clever and have optimal strategies for the game. Continue the game until the last stone is removed. Special Case : If there are 4 stones in the heap, then you will never win the game: no matter 1, 2, or 3 stones you remove, the last stone will always be removed by your friend.
Technologies used	JavaScript, HTML5, CSS3.
Deployment	GIT
Key challenges and learnings	▪ Making the page responsive by scaling it across various browser resolutions. ▪ Coming up with various pages and flows was one of the challenges faced during implementation.

Project Number:4	
Title	The perimeter of an island .
Project brief	A map is given in form of a two-dimensional integer grid where 1 represents land and 0 represents water. Grid cells are connected horizontally/vertically (not diagonally). The grid is completely surrounded by water, and there is exactly one island (i.e., one or more connected land cells). The island doesn't have "lakes" (water inside that isn't connected to the water around the island). One cell is a square with side length 1. The grid is rectangular, width and height don't exceed 100. Example
Technologies used	JavaScript, HTML.
Deployment	GIT
Key challenges and learnings	Coming up with various pages and flows was one of the challenges faced during implementation. It was resolved by coming up with a high level site-map.