

Ashish Pandey

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SUMMARY

Front-end developer skilled in building responsive, user-centric web applications using modern technologies like HTML, CSS, JavaScript, and React.js. Demonstrated success in leading web development projects and collaborating in hackathons. Adept at problem-solving, optimizing UI/UX, and eager to leverage my skills in a dynamic, fast-paced environment.

PROJECTS

Cube Dash – Interactive Game Development

- Tools & Technologies: Unity Engine, C#, JavaScript
- Developed a simple yet engaging game where users control a cube to avoid obstacles, incorporating responsive controls and a scoring system.
- Focused on optimizing performance and designing intuitive user interactions for better engagement.

Kzero Website Clone | Sep 2024 – Present

Tools & Technologies: HTML, CSS, JavaScript, React.js, Tailwind CSS

- Developed a fully responsive, pixel-perfect clone of the Kzero website.
- Optimized for different screen sizes, achieving a 30% faster page load time through CSS and JavaScript optimization.
- Implemented dynamic JavaScript components to improve user engagement, increasing interaction time by 20%.
- [GitHub Link](#)

SkyCast – APIs Based Weather Application | Feb 2024 – Mar 2024

Tools & Technologies: JavaScript, Node.js, React.js

- Designed and developed an interactive weather application using API integration to fetch real-time weather data for over 1,000 locations globally.
- Reduced API call response time by 15% through efficient data handling in the Node.js backend.
- Delivered a 95% accuracy rate in weather forecast representation across different locations and conditions.

Artify – Artwork Gallery Management System | Sep 2023 – Oct 2023

Tools & Technologies: Java, Java Swing, MySQL

- Created a portal for managing over 100+ artwork listings, allowing users to buy and sell artwork in a secure and user-friendly environment.
- Reduced database query time by 25% using optimized SQL queries for search and retrieval operations.
- Managed a user base of 50+ active members within the first two months of the platform’s launch.
- [GitHub Link](#)

EDUCATION

B.Tech in Computer Science & Engineering | Aug 2022 – Jun 2026

Galgotias University, Greater Noida

Senior Secondary (XII) | 2022

D.A.V Public School, Katar

Percentage: 74%

Relevant Coursework: Web Development, Data Structures, Algorithms, Object-Oriented Programming

SKILLS

Game Development Tools: Unity Engine, C#

Frontend Development: HTML, CSS, JavaScript, React.js, Tailwind CSS

Backend Development: Node.js, MySQL

Tools: Git, GitHub, VS Code, Figma

Other Languages: Java, C++, Python

EXTRA CURRICULAR ACTIVITIES

Coordinator, TechnoJam | 2023 – Present

- Led a team of 10 in organizing hackathons and technical workshops, increasing participation by 40% over two semesters.
- Facilitated training sessions on frontend development for over 100+ students, improving their project completion rate by 30%.

Hackathon Winner, Dexterix 4.0 | Jun 2024

- Led a 4-person team to develop a winning hackathon project, improving web performance by 25% within the competition's timeframe.
- Coordinated project efforts, ensuring timely delivery and functional integration between frontend and backend components.