Ashish Shabu

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github.com/Ashish-Shabu — linkedin.com/in/ashish-shabu

Skills

Languages: Python, HTML, CSS, JavaScript, C, Java, SQL, MongoDB
Frameworks: Express.js, Flask, Bootstrap
Runtime: Node.js
Tools & Technologies: VS Code, Git, GitHub, Docker, Linux
Soft Skills: Problem Solving, Teamwork, Team Management, Event Coordination, Communication, Leadership

Education

BTech in Computer Science and Engineering   *2022 – 2026*
Amal Jyothi College of Engineering Autonomous

Senior Secondary (CBSE)   *2022*
St Antony's Public School, Anakkal, Kanjirappally

Projects

Modernized Printing Solutions

- **Successfully built** a fully functional web-based print service platform using **Flask**, **MongoDB**, **HTML/CSS**, and **JavaScript**, demonstrating end-to-end web development skills.

- Enabled seamless user interactions by integrating features for **document uploads**, **order placement**, and **live order status tracking**, enhancing overall usability.

- **Developed an admin panel** with **order management** and **analytics views**, improving administrative oversight and showcasing practical application of backend logic and database queries.

    GitHub Repository: Modernized Printing Solutions

LumoVale — Full-Stack E-commerce Platform

- Built a full-stack e-commerce web application using **Node.js**, **Express.js**, **MongoDB (Mongoose)**, and **Handlebars (HBS)**.

- Developed core features: **user authentication**, **product browsing**, **shopping cart**, **order history**, and **Razorpay payment integration**.

- Created a responsive UI with **admin dashboard** for managing products, orders, and image uploads.

- Integrated secure practices with **bcrypt password hashing**, **session-based authentication**, and **file upload handling**.

- Optimized for mobile, tablet, and desktop with a clean, user-friendly interface.

    GitHub Repository: LumoVale

Leadership Roles

Vice Chair   *July 2025 – Present*
ACM AJCE Student Chapter

Event Coordinator   *May 2024 – June 2025*
ACM AJCE Student Chapter

- Coordinated **3 technical workshops** (UI/UX with 260+ participants, Game Development with Unity, Flutter).

- **Led the successful execution of UXplore**, an inter-college UI/UX hackathon, fostering creative problem-solving and collaboration among student designers.

- Improved event efficiency and experience by streamlining logistics and supporting both **technical and non-technical initiatives** across multiple college programs.