# Ashish Shabu

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## 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**

**Tech Stack:** Flask, MongoDB, HTML/CSS, JavaScript

- Developed a fully functional web-based print service platform with user-friendly interfaces for document uploads, order placement, and real-time order tracking.
- Built an admin panel for efficient order management and analytics, showcasing practical backend development and database query skills.
- Delivered an intuitive, seamless platform focused on improving user satisfaction and operational efficiency.

  **GitHub:** Modernized Printing Solutions

**LumoVale — Full-Stack E-commerce Platform**

**Tech Stack:** Node.js, Express.js, MongoDB (Mongoose), Handlebars (HBS), Razorpay

- Designed and developed a full-stack e-commerce platform with features like **user authentication**, **product browsing**, **shopping cart**, **order history**, and secure **Razorpay payment integration**.
- Built responsive user interfaces for **mobile** and **desktop** with an **admin dashboard** for managing products, orders, and image uploads.
- Implemented security best practices including **bcrypt password hashing**, **session-based authentication**, and secure file handling.

  **GitHub:** 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.