Chandraprakash Pandey

J +91 78229 10553

SUMMARY

I am Chandraprakash Pandey, a first-year Computer Engineering student at MMCOE College, actively developing my skills in web development, including UI/UX design, through regular project work. I am proficient in C++ programming and have a growing interest in Data Structures and Algorithms, particularly in the context of competitive programming.

Education

Marathwada Mitra Mandal's College of Engineering

Bachelor of Engineering in Computer Engineering (GPA: 8.91 / 10.00)

• Relevant Coursework: Programming & Problem Solving (Python)

Expected May 2027 Pune, Maharashtra

Projects

Tic Tac Toe | HTML, CSS, JavaScript

April 2024

- Developed a Tic-Tac-Toe game using HTML, CSS, and JavaScript with a focus on DOM manipulation.
- Implemented the game logic including player turns, win detection, and tie conditions using JavaScript.
- Designed and styled the game interface using CSS for a clean and user-friendly layout.
- Tested extensively to ensure the game functions correctly and handles edge cases such as invalid moves.

Drum Play | HTML, CSS, JavaScript

April 2024

- Developed a virtual drum kit website using HTML, CSS, and JavaScript to create an interactive drumming experience.
- Implemented event listeners to detect user clicks on drum elements or key presses corresponding to drum sounds.
- Integrated audio elements to play drum sounds in response to user interactions.

Salesforce Clone | HTML, CSS

March 2024

- Developed the website interface with HTML for structure and CSS for styling, focusing on achieving a similar look and feel to Salesforce.
- Employed CSS techniques like flexbox or grid for layout management and positioning of elements within the interface.

Technical Skills

Languages: HTML, CSS, JavaScript, Python, C, C++ Technologies: GitHub, Figma, Canva, Visual Studio Code

Concepts: UI/UX, Git, Responsive Web Designing, DOM Manipulation, Software Development Lifecycle (SDLC)

Non-Technical Skills

- Time Management
- Teamwork
- Communication
- Creativity