

BUILD THINGS FOR THE WEB

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ABOUT ME

I am a computer science student with a strong passion for software development.

I have a solid foundation in programming languages such as Java and Python, as well as exposure to a variety of technologies like Full-Stack Development. I am confident in my ability to work effectively in a team and to deliver high-quality work.

SKILLS

• Programming Languages

Java, C, Python, JavaScript, HTML, CSS

• Library & Frameworks

¡Query, React, Node.js, Express

Tools & Platforms

Git, GitHub, Netlify, Heroku, Firebase

Canva, Adobe Illustrator

EDUCATION

Bachelor of Technology

Tulas Institute, Dehradun 2020-Present

Intermediate

S.V.M. Chamba, Tehri Garhwal 2019

High School

S.V.M. Kandisaur, Tehri Garhwal 2017

PROJECTS

ONLINE VOTING PLATFORM

Web app built with EJS, Node.js, and Express to conduct various election. An admin can create and launch election. After the end of the election the results are available.

COPYLINK CHROME EXTENSION

A web browser extension built with JavaScript (ES-6) to keep the track of websites which you visit on daily basis.

TO-DO MANAGER

An online To-do-Web-App built with EJS, Node.js and Express to manage every day's tasks. Here you can create a to-do item, schedule it and mark it as complete when it's completed.

BANK MANAGEMENT SYSTEM

A Bank management system built with Java which manages chequing, saving and loan accounts. The bank keeps the track of transaction done in the account.

HANGMAN

A Hangman game built with Java. Hangman is a word-guessing game. It keeps asking the user to guess characters until they guess every character correctly(win) or they miss the 6 quesses(loss).

PASSWORD GENERATOR

A random password generator web-app built with JavaScript (ES-6) which generates a strong password to keep your account safe and secure.