

# Mayank

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## Summary

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Passionate Frontend Engineer with expertise in CSS, JavaScript and React JS. A wizard at creating captivating projects that merge creativity and cutting-edge tech. Design-driven and user-focused, I consistently deliver top-tier results. Eager to contribute an innovative mindset to a dynamic team, shaping the digital landscape together.

## Education

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### **GALGOTIAS UNIVERSITY**

2020 - Present

*Bachelor of Computer Science and Education*

- CGPA 8.43
- Dextrix 3.0 - Galgotias University, 2022- was listed under Top 50 teams out of 300+.

### **SACRED HEART SCHOOL, LUCKNOW**

*Senior Secondary School*

2019

### **ARMY PUBLIC SCHOOL, PUNE**

2017

*Secondary School*

## Technical Expertise

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C++, Python, CSS, JavaScript, React JS, Next JS, jQuery, Node.js, SQL, MongoDB, GSAP, Project Management, Quantitative Analysis, Figma, Adobe XD, Machine Learning

## Projects

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### **Portfolio website**

[Visit link](#) (Another portfolio with better design in production. Visit the prototype [here](#))

Crafted with JavaScript and GSAP, my portfolio is an immersive journey through creativity and innovation. Dynamic animations and seamless transitions engage visitors, while a sleek design showcases my skills and accomplishments. A unique and memorable showcase of my work.

### **Innovative Carousel Website**

[Visit link](#)

Crafted using just JavaScript, my project presents a seamless carousel that impresses with its smooth functionality and intuitive design. Visitors can effortlessly explore a dynamic display of images and information. A professional and effective solution for showcasing content.

### **Face Mask Detection**

Developed a face mask detection system using computer vision techniques to identify individuals wearing or not wearing face masks in real-time. The project aimed to contribute to public health and safety by automating the monitoring process of face mask compliance in public spaces.

### **Cookie Clicker Bot**

Developed a bot application to automate gameplay in the popular online game "Cookie Clicker" using Python scripting, Selenium drive, and web scraping techniques. The project aimed to optimize cookie production and achieve high scores by autonomously performing repetitive tasks within the game.