

NIKHIL KUMAR SAHU

+91 7974617004



sahunikhil848@gmail.com



Greater Noida ,India



www.linkedin.com/in/nikhil-sahu-7a438926b/



Web Developer

SUMMARY

"As a recent Master of Computer Application graduate with expertise in HTML, CSS, JavaScript, and CSS frameworks, I am seeking a challenging frontend developer role where I can leverage my skills to create responsive and dynamic web applications."

EDUCATION

Sharda University,
Greater Noida, Uttar Pradesh
master of computer application
2022-2024

Hemchand Yadav University,
Durg, Chhattisgarh
Bachelor of Computer Applications
2019-2022

SKILLS

- HTML | CSS
- JavaScript
- Git | Github
- Tailwind
- React
- Microsoft Office
- SQL

CERTIFICATIONS

FreeCodeCamp

Responsive Web Design Certificate

- Gain proficiency in HTML, CSS, responsive design, and accessibility through project-based learning, creating real-world web projects

JavaScript Algorithms and Data Structures (Beta) certificate

- Expertise in JavaScript and Data Structures: Advanced proficiency in JavaScript, algorithms, and data structures through hands-on problem-solving and interactive projects.

PROJECTS

Pokémon Search App

- Created a web app using HTML, CSS, and JavaScript that fetches and displays Pokémon data from an API.
- Designed a user-friendly interface with responsive styling to ensure usability across different devices.
- Incorporated interactive features such as search functionality, real-time data retrieval, and dynamic content updates.
- Utilized the Pokémon API to retrieve and display detailed Pokémon information, including sprites, stats, and types.
- Applied Modern JavaScript Techniques: Used asynchronous functions and error handling to manage API requests and update the DOM efficiently.

Platformer Game

- Developed a Platformer Game: Created an interactive platformer game using HTML, CSS, and JavaScript, featuring player movement, gravity, and collision detection.
- Applied OOP Concepts: Used object-oriented programming to structure game elements like Player, Platform, and CheckPoint.
- Implemented Canvas API: Rendered game graphics and animations with the HTML5 Canvas API for dynamic visuals.
- Enabled Real-Time Interaction: Incorporated keyboard controls and collision detection for responsive gameplay and checkpoints.

Music Player

- Interactive Music Player Interface: Controls for play, pause, and shuffle with dynamic updates for song info.
- Playlist Management: Allows song selection, display, and shuffling.
- Responsive Design: Adapts to various screen sizes with modern CSS techniques.
- JavaScript Functionality: Uses string and array methods for playlist management and user interactions.
- Accessibility Features: Aria labels and usability enhancements for a wider audience.
- Learning Outcomes: Practical experience with JavaScript, responsive design, and web integration.