



Onkar Dhotarkar

WEB DEVELOPER

📍 Mumbai India

📞 7499944905

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Links

<https://github.com/Onkar-Dhotarkar>

www.linkedin.com/in/onkar-dhotarkar

SKILLS

- HTML
- CSS
- JavaScript
- Tailwind CSS
- Bootstrap
- React.js
- Figma
- Git & GitHub
- MongoDB
- MySQL
- Firebase

Languages

- English
- Marathi
- Hindi

Profile

A passionate and diligent web developer with a fervour for creating visually appealing and fully functional user interfaces. Proficient in core web technologies such as HTML, CSS, and JavaScript, I excel in developing seamless logic-driven interfaces. Skilled in frontend frameworks including React.js, with additional expertise in database management. As a web developer, I possess the ability to design impressive UI layouts using Figma. Proficiency in Tailwind CSS and Bootstrap CSS aids in enhancing web application aesthetics. Furthermore, I have a strong command of Git and GitHub for streamlined version control and collaboration.

Education

Diploma in Computer Engineering, Government Polytechnic, Mumbai

JUNE 2021 – JUNE 2024

Completed schooling from Maharashtra Vidyalaya, Barshi With 95.20%

JUNE 2015 – MARCH 2021

Projects

Oncode

- MARCH 2023 - PRESENT

A web-based coding utility that provides every feature for a coder. Includes a sharable code editor with socket io, code storage over the web, social interaction through community, etc.

NewsPluse

- NOVEMBER 2023 – DECEMBER 2023

An application that used api integration from news.api to fetch real-time news and show them within the react app. It enables to fetch news offers an intuitive user interface with categorically organized news article.

TextCraft

- DECEMBER 2023 – DECEMBER 2023

The TextCraft Tool is a versatile web application created using ReactJS and Bootstrap, providing a suite of functionalities to manipulate text, including converting text to uppercase/lowercase, enabling bold and italic styles, summarizing text statistics, and estimating reading time.

Zigzag-Serpent

- OCTOBER 2023 – OCTOBER 2023

Zigzag Serpent is a classic Snake game built using HTML, CSS, and JavaScript. This project offers a nostalgic gaming experience, where players control a snake to collect food items and grow in length while avoiding collisions with the walls or its own body.