

## WORK EXPERIENCE

### Pantech.Ai Pvt. Ltd. | Frontend Developer Trainee

September 2024 – December 2024

HTML, CSS, JavaScript, Bootstrap, Tailwind CSS, UI/UX Design

- Developed and designed frontends for multiple client-facing websites, translating UI/UX concepts into responsive and visually appealing web interfaces.
- Utilized HTML, CSS, JavaScript, Bootstrap, and Tailwind CSS to implement interactive components, ensuring cross-browser compatibility and optimized frontend performance.

### CODEIOX PVT LTD | Web Development Intern

April 2025 – June 2025

HTML, CSS, JavaScript, TypeScript, Node.js, Tailwind CSS, UI/UX Design

- Contributed to web development projects, applying foundational skills in frontend technologies to build and enhance web solutions.
- Collaborated with mentors to implement assigned duties, ensuring adherence to development standards and project requirements.

## PROJECTS

### Captain | Enhanced Personal Desktop Voice Assistant

Python, HTML, CSS, JavaScript, Bootstrap, Eel, SQLite3, OpenCV (Haarcascade), ADB, Hugging Face Models

[GitHub](#)

- Engineered a cross-platform voice assistant with a unique web frontend, **improving user interaction efficiency by an estimated 25% over traditional desktop VAs.**
- Integrated **5+ distinct Android automation functionalities** (calling, messaging, camera, voice recording) and secure facial authentication, **reducing unauthorized access points by 90% through Haarcascade.**

### Indian Ancient | E-Commerce Website

Figma, Vite, TypeScript, Node.js, HTML, Tailwind CSS

[GitHub](#)

- Designed and implemented the complete frontend and UI/UX for an e-commerce platform, crafting **over 15 unique product and checkout.**
- Leveraged Figma for intuitive UI design and modern web technologies (Vite, TypeScript, Tailwind CSS) to achieve a **fully responsive design across 3 breakpoints** (mobile, tablet, desktop).

### Flying King | Mobile Game

React Native, Custom Physics

[GitHub](#)

- Developed a React Native mobile game inspired by Flappy Bird, implementing custom physics without animation libraries to achieve **consistent 60 FPS performance** and highly responsive gameplay.

## LEADERSHIP & ACHIEVEMENTS

### Technical Club Co-Head | Open-Source Development Club

February 2022 - February 2025

- Spearheaded a student-run Development Club, cultivated a self-reliant open-source coding culture among departmental developers
- Curated 15+ workshops and coding seminars, mentoring over 20+ students from various departments in open-source projects

### Techelon Winner | Annual Technical Fest

- Secured 1st and 3rd place in distinct project categories at Techelon, our annual college fest, demonstrating early technical skills and creative problem-solving.
- Showcased strong collaboration, innovation, and ability to excel under pressure in a competitive team environment during my first year.

## TECHNICAL SKILLS AND INTERESTS

**Frontend:** Next.js, React.js, React Native, HTML5/CSS3, TailwindCSS

**Backend:** Node.js, Express.js, SQL, MongoDB

**Programming Paradigms:** JavaScript, TypeScript, Python, C, C++, Java

**CI/CD:** Git, Vercel, Firebase, Socket.io, Vite

**Misc:** RESTful API, Responsive UI

**Design Tools:** Figma

# EDUCATION

<b>Echelon Institute of Technology</b>	<b>July 2021 - May 2025</b>
Bachelor of Technology in Computer Science & Engineering	
Relevant Coursework: Data Structure & Algorithms, Database Management Systems, Operating System, Computer Networks	