

SANU MONDAL

Computer Science Student

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□ Bhubaneswar, Odisha, India

SUMMARY

I am a passionate Computer Science student with strong skills in web development and programming. I have successfully created several projects, including games and web applications, showcasing my proficiency in HTML, CSS, JavaScript, and frameworks like Node.js and React. I actively participate in hackathons to enhance my skills and collaborate with others in solving real-world problems.

EDUCATION

B.Tech-Computer Science and Engineering

Siksha 'O' Anusandhan Deemed to be University

2022-2026 Bhubaneswar, Odisha

CGPA-9.09 (till 4th sem)

Class X

S.T. Mary's Convent School

2019 Howrah, West Bengal

CLASS X - 91%

Class XII

Abhinav Bharati High School

2021 Kolkata, West Bengal

CLASS XII - 84.4%

PROJECTS

Simon Says Game

01/2021 - 02/2021

Electronic Game of short-term memory skill

- Developed a Simon says game using HTML, CSS, and Javascript.
- Implemented the game's core mechanics, user input validation, and level progression.
- Used JavaScript for level progression, game memory, and handling events.
- Modified for both PC and mobile users.

Dice-game

03/2021 - 04/2021

Two player based game

- Developed a rolling dice game based upon 2 players.
- Can be used as a tossing method where the player with the highest score wins.

Blog Web Application

05/2021 - 06/2021

Web Application for blogging

- Application that allows users to create and view blog posts.
- Focused on Styling and no database used.
- Users can edit and delete posts as needed.

KEY ACHIEVEMENTS

Project Efficiency Boost

Increased project efficiency by 30% through code optimization.

SKILLS

- **Programming Languages:** C++, Java, Python, JavaScript, etc.
- **Web Development:** HTML, CSS, React, Node.js, etc.
- **Database Management:** , MongoDB
- **Tools and Technologies:** Git, VS Code, Figma
- **Core Competencies:** Data Structures, Algorithms, OOPs

PASSIONS

Hackathon Participation

participated in Smart Bengal Hackathon (SBH-2024): a 24 hrs live hackathon with a 5 member team.

Hackathon Participation

participated in Smart India Hackathon (SIH- 2024): on a project based on object detection for hand sign detecting and language translator.

HOBBIES

- Volunteering activities or participation in tech events.
- Public speaking, writing, , reading books
- group conversations

LANGUAGES

- English
- Hindi
- Bengali

