

SANU MONDAL

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Education

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- **Siksha 'O' Anusandhan Deemed to be University**
B.Tech-Computer Science and Engineering : CGPA : 9.09(till 4th Sem)
Bhubaneswar, Odisha
Nov. 2022 – ongoing
 - **S.T. Mary's Convent School**
Class X - 91%
Howrah, West Bengal
Apr. 2014 – Apr. 2019
 - **Abhinav Bharati High School**
Class XII - 84.4%
Kolkata, West Bengal
Apr 2019-june2021

Skills Summary

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- **Languages:** HTML , CSS , Javascript , java , SQL
 - **Libraries/Framework:** NodeJs , React , Express
 - **Tools:** Git , GitHub , EJS , PostgreSQL
 - **Platform:** Windows , Linux
 - **Developer Tools –** VS Code , Eclipse , intellij idea

Projects

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- **Simon Says Game - Electronic Game of short-term memory skill**
HTML , CSS , Javascript
 - ❖ 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 - Two player based game**
Bootstrap,CSS, jquery(JavaScript)
 - ❖ 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 -**
HTML, CSS, Bootstrap,NodeJs,Express.js and EJS
 - ❖ Application that allows users to create and view blog posts.
 - ❖ Focused on Styling and no database used.
 - ❖ Users and edits and delete posts as needed.

Additional Skills

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- Solved problems in LEETCODE AND HackerRank
 - Currently Participating in Smart Bengal Hackathon(SBH-2024) : a 24 hrs live hackathon with a 5 member team.
 - Currently participating in Smart India Hackathon(SIH-2024):- on a project based on object detection for hand sign detecting and language translator..