

# SAYAN GHOSH

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 <https://github.com/Sayan-Ghosh-183545>

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## PROFILE

Java developer skilled in Java, Spring Boot, MySQL, and full-stack development, with hands-on project experience in backend systems. Passionate about building scalable applications and contributing to real-world software challenges.

## SKILLS

- **Programming Languages:** Java, C, Python.
- **Frameworks:** Spring Framework, Spring Boot.
- **Front-End:** HTML, CSS, JavaScript.
- **Database Management:** SQL, MySQL, JDBC.
- **Build Tools:** Maven.
- **Version Control:** Git, GitHub.
- **Computer Science Fundamentals:** OOP, DSA, DBMS.
- **Soft Skills:** Problem-Solving, Analytical Thinking, Clear Communication and Presentation, Team Leadership and Collaboration, Adaptability and Quick Learning.

## EDUCATION

- B. Tech in Computer Science and Engineering | Asansol Engineering College CGPA: 7.4 | (2022-2026)
- XII (CBSE) | Green Point Academy 83% | 2022
- X (CBSE) | Green Point Academy 88% | 2020

## PROJECTS

### Major Projects:

- **Job Portal Application** | [GitHub](#)
  - Developed a Spring Boot-based job posting system with JSP views for listing, creating, and managing job opportunities.
  - Built controller and service layers to process job post creation and retrieval, enabling seamless integration with the frontend.
  - Crafted functional JSP pages for confirmations and job listings.
  - **Technologies:** Java, Spring Boot, JSP, CSS.
- **Quiz Game Application** | [GitHub](#)
  - Created an interactive console-based quiz system featuring multiple-choice questions with real-time score calculation and instant feedback mechanisms.
  - Designed object-oriented design with distinct classes for question modeling, service logic, and comprehensive answer evaluation.
  - Established user-friendly interface with detailed performance analytics showing correct answers and final score breakdown for enhanced learning experience.
  - **Technologies:** Java, OOP Concepts.
- **Routine Management System** | [GitHub](#)
  - Engineered an academic scheduling application for educational institutions supporting multi-department timetable generation with customizable subjects and teacher assignments.
  - Constructed intelligent schedule distribution algorithm ensuring balanced workload across weekdays with conflict prevention logic.
  - Utilized arrays and structs to manage department-wise subject allocation and weekly schedule generation efficiently.
  - **Technologies:** C Programming, Data Structures.

### Minor Projects:

- Rock, Paper, Scissors Game | Guess the Number Game | Tic Tac Toe Game

## ACHIEVEMENTS AND EXTRACURRICULAR ACTIVITIES

- Secured 2nd place in Dev Society's Programming and Project Development Competition for Routine Management System project.
- Participated and Lead a team of 5 members in the Smart India Hackathon (SIH) 2023.
- Achieved Silver Badge in Java and C on HackerRank.