Shashank. P
AMC Engineering College
Information Engineering

B.Tech.
Gender: Male
DOB: 01/08/2004

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EDUCATION

AMC Engineering College
B. Engineering in Information Science
Bengaluru, Karnataka
Nov 2022 – present
CGPA – 8.0

Christ Junior College
(Class XII CBSE)
Bengaluru, Karnataka
2020 – 2022
Percentage – 80.3%

Vivekananda International
Public High School (Class X)
Bengaluru, Karnataka
2008 – 2020
Percentage – 94.4%

KEY PROJECTS

Amazon Clone
(Sept' 24)
• Developed a replica of the popular e-commerce website "Amazon.com" using HTML and CSS, showcasing key features and layout similar to the original site. *(Practice Project)*

Tic-Tac-Toe
(Sept' 24)
• Designed a two-player Tic-Tac-Toe game using HTML, CSS, and JavaScript. Players can restart the game at any time or start a new game using the "New Game" option. *(Practice Project)*

Rock Paper Scissors
(Oct' 24)
• Built a responsive Rock Paper Scissors game using HTML, CSS, and JavaScript, featuring real-time score tracking for both the user and the system. Optimized for mobile and other devices for a seamless gaming experience. *(Practice Project)*

TODO website
(March 25)
• Developed a TODO website using React.js, demonstrating key concepts such as state management and data persistence with localStorage (without using a database). Core features include adding, deleting, and clearing tasks. The application is fully functional and deployed on Netlify.

🔗 Live Demo *(Practice Project)*

Spotify
(Dec'24)
• Built a fully functional music streaming website using pure JavaScript. Created a local mock API to fetch Songs and artists, and generated custom albums for each singer. Features include play/pause functionality, volume control (mute, unmute, increase, decrease), loop playback, and a search option by song name, offering an interactive and responsive user experience.

Pokémon Website
(April 25)
Created a fully functional Pokémon-themed website using React.js and GSAP (GreenSock Animation Platform). Integrated the official Pokémon API to dynamically generate interactive Pokémon cards. Features include search by name and type, and sorting by attributes such as attack, defence, and HP. The project is responsive and deployed on Netlify.

🔗 Live Demo

E-commerce Website (currently working on)
(April 25)
• Making full-fledged e-commerce websites using React.js, GSAP, and some popular CSS frameworks such as Bootstrap and Tailwind CSS.

EXPERIENCE

Passionate 2nd-year Information Science student with strong front-end development skills. Proficient in React.js, JavaScript, and web animation libraries. Eager to gain hands-on experience through internships in web and software development

ACHIEVEMENTS

Completed Certification Course in Java, C/C++, and Python from NICT: Completed a certification program from NICT, gaining proficiency in Java, C/C++, and Python. This course equipped me with a strong foundation in object-oriented programming, problem-solving techniques, and software development principles, allowing me to approach technical challenges with confidence and efficiency.

(Jul'23)

Participated in Hackathon (Hackzion): Took part in a hackathon where I collaborated with a team to brainstorm, design, and develop innovative solutions within a tight deadline. This experience honed my ability to work under pressure, enhanced my teamwork and problem-solving skills, and exposed me to real-world technical challenges, helping me develop a solution-oriented mindset.

(May'24)

TECHNICAL SKILLS

Programming Languages	C/C++, Java, JavaScript, Python
Software	Git, GitHub, Replit.
Toolkit	API's (Application Programming Interface)
Framework	React.js, Bootstrap, Tailwind, GSAP
Designing Tools	Figma