

# SHASHANKA SHEKHAR NAYAK

**GitHub URL:** <https://shashanka8.github.io>

**Portfolio URL:** <https://shashanka8.github.io/my-portfolio>

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## CAREER OBJECTIVE

Looking for a challenging and responsible opportunity, explore strengths and potentials and to gain experience from a professional organization to meet employer expectations and to continually develop my technical skills in the field of Web development with a view to join a team of professionals and to work with a progressive company for a long and rewarding career.

## WORK EXPERIENCE

- Currently undergoing hands-on Full Stack Web Developer course at WebStack Academy (<http://www.webstackacademy.com>), Bangalore

## TECHNICAL SKILLS

- **Front-end Technologies:**
  - HTML5
  - CSS3
  - Bootstrap4
  - jQuery and jQuery mobile
- **MEAN Stack:**
  - Angular
  - Node.js
  - Express.js
  - MongoDB
- **Foundation Paradigms:**
  - Object Oriented Programming (OOP)
  - Design patterns
  - RESTful Interfaces
  - Document Object Model (DOM)
  - Websockets
  - Object modeling
  - JSON
  - AJAX
- **Development environment and tools:**
  - Development platform: Windows 10 Professional
  - Editor: Visual Studio Code
  - Webserver and packages: NPM
  - Version control: GIT

- Debuggers: JavaScript debugger
- **Programming Languages:**
  - C, C++
  - Core Java
  - Basic Python
  - PHP
  - MySQL

## **COURSE WORK**

- Data structures and Algorithms
- Computer Architecture
- Operating Systems
- Database Management Systems

## **PERSONAL ATTRIBUTES**

- Quick learning of new initiatives
- Ability to meet deadlines through effective time management
- Ability to work effectively under pressure
- Maintaining healthy interpersonal relationships with team

## **EDUCATION**

- B. Tech. (CSE), Veer Surendra Sai University of Technology, 8.15 CGPA, 2014-2018
- Class – XII, J.N.V., Bagudi (CBSE), 87.0%, 2014
- Class – X, J.N.V., Bagudi (CBSE), 81.7%, 2012

## **CONTRIBUTIONS AND ACHIEVEMENTS**

- According to my AMCAT score, I am employable for the following profiles: **Software Engineer-IT Services, Software Engineer-IT Product.**
- Participated in **International Conference on the Networked Digital Earth** jointly organized by Indian Institute of Technology, Kharagpur and Northeastern University, Boston at IIT, Kharagpur from 7<sup>th</sup> - 9<sup>th</sup> March, 2018.
- Awarded 2<sup>nd</sup> prize in **Science Exhibition** in 2011.
- Awarded 1<sup>st</sup> prize in **Art** in 2008.

## **PERSONAL INTERESTES**

- Blogging
- Watching technology channel in YouTube
- Playing Games

## PROJECTS

Project Number:1	
<b>Title</b>	Online portfolio
<b>Project brief</b>	The objective of creating online portfolio is to build a credible technology profile. This project aims to make the portfolio site as an ever growing platform to build and showcase skills of a web developer. The portfolio site included personal information, technical skills, projects and other related information mentioned in an easily understandable manner by leveraging frontend technologies.
<b>Technologies used</b>	HTML5, CSS3, Bootstrap4, GIT
<b>My role</b>	Developer
<b>Key challenges and learnings</b>	<ul style="list-style-type: none"> <li>▪ Making the page responsive by scaling it across various browser resolutions. Testing in mobile phone exposed additional issues which was resolved by understanding the grid system better.</li> <li>▪ Coming up with various pages and flows was one of the challenges faced during implementation. It was resolved by coming up with a high level site-map and creating UX flows.</li> </ul>

Project Number:2	
<b>Title</b>	Technology newsletter implementation
<b>Project brief</b>	Newsletters have been one of the ways to share technology related information to interested enthusiasts and communities. The goal of the project is to implement a newsletter (given the design) and use them to circulate among our student circle by having information about recent trends in technology. Appropriate technicalities need to be taken in order to ensure the newsletter is delivered properly without getting into spam.
<b>Technologies used</b>	HTML5, CSS3, GIT
<b>My role</b>	Developer
<b>Key challenges and learnings</b>	<ul style="list-style-type: none"> <li>▪ Aligning of various items and images in a proper way with good view was a great challenge. It was resolved by using CSS flex and grid property.</li> </ul>

Project Number:3	
<b>Title</b>	To-Do List Application
<b>Project brief</b>	The objective of creating To-do List is to build an Organize life. This project aims to make the To-do List site as an ever growing platform to build and Life can feel overwhelming, but it doesn't have to. To-do list lets you keep track of everything in one place, so you can get it all done and enjoy more peace of mind along the way. The To-do list site included task name, task category, task priority, task description and other related information mentioned in an easily

	understandable manner by any human being.
<b>Technologies used</b>	HTML5, CSS3, Bootstrap4, Angular, GIT
<b>My role</b>	Developer
<b>Key challenges and learnings</b>	<ul style="list-style-type: none"> <li>Updating items with particular data to be shown in the list again and update that is to-do list also. It was resolved by storing particular ID of the item in database and use ID at the time updating task.</li> </ul>

<b>Project Number:4</b>	
<b>Title</b>	Whack a Penguin
<b>Project brief</b>	Whack a penguin is a game, which will be played by a single user. Whenever user clicks on image it should pop-up a penguin image which is randomly generated without repetition. If the penguin image is yeti, then user should get a message "ROARRRRRR" along with the yeti image and game will be stooped there. User can restart the game by clicking on "Play Again" button.
<b>Technologies used</b>	HTML5, CSS3, Bootstrap4, JavaScript, GIT
<b>My role</b>	Developer
<b>Key challenges and learnings</b>	<ul style="list-style-type: none"> <li>After yeti image came, the images are changing if user clicks on other images and that also pop-up image. It was resolved by using remove attribute parameters through JavaScript for click event.</li> <li>Fetching random images without repetition from the given set of images. It is resolved by storing those images in one array, and randomly choosing one image from array and stores it in another array also deleting that random image from the original array.</li> </ul>