# Education

### ABES Engineering College

Bachelor in Technology | Computer Science Engineering

2022 - PRESENT (3rd Year) Computer Science and Engineering **OVERALL GPA = 7.85** 

### **SENIOR SCHOOL (12th)**

GYANDEEP ENGLISH SCHOOL, **VARANASI** 

Passed: 2019

• PCM - 94.2% (CBSE)

### **HIGH SCHOOL (10th)**

GYANDEEP ENGLISH SCHOOL. VARANASI

Passed: 2021

• PCM - 76.5 (CBSE)

# Skills and Abilities

#### **PROGRAMMING**

C/C++ Java Python

### **FRONT END**

HTML CSS JavaScript ReactJs **Tabler io Mantine JS GSAP** 

### **OTHER SKILLS**

**Data Structures and Algorithms** MySQL, Canva

## Coursework

- Completed Data Structures and Algorithms from CodeHelp(Certificate)
- Completed JavaScript Bootcamp from Namaste JS (Certificate)

# **Projects**

#### **Portfolio Website**



1 October 2024 - 20 October 2024

- Built a **responsive** and visually appealing personal portfolio using React for frontend development, styled with Tailwind CSS for consistent and adaptable design.
- Enhanced user interface with Mantine component library for efficient, reusable components.
- Incorporated Tabler Icons for modern, minimalistic icons, creating a cohesive and professional look.

### **ManageMate**



25 Octber 2024 - Present

- Developed a task management dashboard using React and Tailwind CSS, with data **persistence** through **localStorage**.
- Created an Admin Dashboard to enable task creation, assignment, and management for efficient project
- Built a User Dashboard where users can view and complete their assigned tasks, enhancing productivity and task tracking.

## Practice Projects

- Sorting Visualizer
- **Code Editor**
- Tic Tac App
- Notes App

## **Achievements**

- Solved 625+ problems on Leetcode / GFG
- Various Badges on <u>Leetcode</u>
- 150+ active on coding platform
- Under 1500 world rank in Codechef contest

# **Position Of Responsibility**



December 2023 - Present

### Enigma Programming Club | Technical Team

Organized and coordinated several coding competitions, building a culture of competitive programming and collaboration among students.

# **Hobbies and Interests**

Vollyball

Cricket

**BGMI**