

# Shubhangi Chandra

[ShubhangiChandra.com](https://ShubhangiChandra.com)

shubhangichandra0807@gmail.com | +91 96254 08587

## EDUCATION

### ABES Engineering College

#### B.TECH IN COMPUTER SCIENCE

2022-2026

Currently in 3rd Year

### Aster Public School

Did my 10th and 12th

## LINKS

Github:// [ShubhangiChandra](#)

LinkedIn:// [ShubhangiChandra](#)

Hackerrank:// [ShubhangiChandra](#)

GeeksforGeeks:// [ShubhangiChandra](#)

LeetCode:// [ShubhangiChandra](#)

GoogleCloud:// [ShubhangiChandra](#)

My Website:// [ShubhangiChandra](#)

## SKILLS

### PROGRAMMING

Advanced:

- C • C++ • CSS • HTML
- UI/UX Design
- Figma • Python
- GoogleCloud Computing
- Framer • WebFlow • SQL
- CNN • Rive • FramerMotion

Intermediate:

- JavaScript • React
- Bootstrap • Solidity

Beginner:

- Generative AI
- Prompt Engineering • Blender
- R Programming

## VOLUNTEER

- **GDG ABESEC (Present):** Acting General
- **Elixir Tech Community (Present):** Elixir Head
- **Girls Script Summer of Code (April '24 -Aug '24):** UI/UX Core Team
- **CodeChef ABESEC (Sep '23 - July '24):** UI/UX Coordinator
- **TEDx ABESEC (March '24 - May'24):** UI/UX Coordinator

## EXPERIENCE

### THINKSTROM | UX/UI DESIGNER

Present | South Korea (Remote)

- I am entrusted with crafting intuitive and visually compelling user interfaces, with a primary focus on designing the company's website from the ground up.

### YOUR TOKEN | PRODUCT DESIGN INTERN

Oct-Dec | Noida (Remote)

- Spearheading the design of an intuitive dashboard and the comprehensive overhaul of a Shopify-based website, with an emphasis on enhancing user experience and optimizing functionality.

### QUESTTA LEARNING | UX/UI INTERN

Dec-Jan (2023) | Remote

- Partnered with diverse teams to ensure cohesive branding and communication by leveraging insights from user research and data analysis, utilizing design tools like Adobe, Figma, and Canva.

### TRAVCLAN | UI DESIGN INTERN

Sep-Nov (2023) | Connaught Place, Delhi

- Created marketing assets (posters, carousels, videos) for B2B clients to enhance brand messaging and user engagement; improved digital UX and collaborated with cross-functional teams to ensure brand consistency using Adobe, Figma, and Canva.

## PROJECTS

### Penpal: Handwriting Recognition with CNNs (98% accuracy) [↗](#)

- Handwriting Detection: The application is capable of detecting and extracting handwritten text from images.
- Text-to-Speech Conversion: The extracted text is converted to speech using text-to-speech technology.

### CPP Tetris Game with Raylib [↗](#)

- Classic Tetris gameplay mechanics: falling tetrominoes (shapes), line clearing, scorekeeping, game over conditions.
- Raylib integration for efficient graphics, user input handling, and game loop management.

### Krishi-Haat: Mobile app for Direct Farmer Access [↗](#)

- Developed the 'Krishi Haat' app, a marketplace linking farmers and merchants with real-time inventory, flexible payments, and regulatory compliance, focused on user-friendly design and cost-cutting by removing intermediaries. Presented at Smart India Hackathon.

### Figma Portfolio Template [↗](#)

- Created a publicly available Figma portfolio template for professionals to showcase their work. Focused on flexibility, ease of customization, and user-friendly design.

### Blood Group Detection via FingerPrints [↗](#)

- Created a publicly available Figma portfolio template for professionals to showcase their work. Focused on flexibility, ease of customization, and user-friendly design.