

Shubhangi Chandra

ShubhangiChandra.com

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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

Intermediate:

- JavaScript • React
- Bootstrap • Solidity

Beginner:

- Generative AI
- Prompt Engineering • Blender

SOFT SKILLS

- Leadership
- Polychronic
- Adaptability
- Flexibility

VOLUNTEER

- **CodeChef ABSEC:** UI/UX Coordinator
- **GDSC ABESEC:** Acting General
- **TEDx ABESEC:** UI/UX Coordinator
- **Elixir Tech Community:** Elixir Head

EXPERIENCE

TRAVCLAN | UI DESIGN INTERN

Sep-Nov | Connaught Place, Delhi

- Created marketing assets (posters, carousels, videos) for B2B clients, enhancing brand messaging and user engagement. Improved digital platform UX, driving user satisfaction.
- Collaborated across teams to ensure consistent branding using tools like Adobe, Figma, and Canva

GIRL SCRIPT SUMMER OF CODE | UI/UX CORE TEAM

Present | Remote

- I partnered with diverse teams to maintain cohesive branding and communication.
- By applying insights from user research, data analysis, and utilizing leading design tools like Adobe, Figma, and Canva.

QUESTTA LEARNING | UI DESIGN INTERN

Dec-Jan | Remote

- I successfully fostered cross-functional collaboration and facilitated design decision-making by partnering with various teams to establish a coherent brand identity and messaging.
- Leveraging user research, analytics, and industry-standard tools, such as Adobe, Figma, and Canva, I made informed design choices.

PROJECTS & ACHIVEMENTS

Penpal: Handwriting Recognition with CNNs (98% accuracy)

[LINK PROVIDED](#)

- 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

[LINK PROVIDED](#)

- 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

[LINK PROVIDED](#)

- Designed the "Krishi Haat" app, a marketplace connecting farmers and merchants with features like real-time inventory management, multiple payment options, and regulatory compliance.
- Focused on user-friendly interfaces and cost-cutting by eliminating intermediaries. Presented at Smart India Hackathon.

Figma Portfolio Template

[LINK PROVIDED](#)

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