

Siddharth kumar

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ABOUT ME

- I'm a detail-oriented software developer who's genuinely passionate about creating innovative solutions that help businesses grow and deliver better experiences for users. As a motivated and enthusiastic fresher, I'm looking for entry-level opportunities where I can apply my skills while continuously learning and improving. I value clear communication, problem solving, and working collaboratively as part of a team. I'm excited to connect with other software engineers, entrepreneurs, and visionaries who share my enthusiasm for meaningful technology.

ACADEMIC DETAILS

Examination	University	Institute	CPI/%
Under Graduate Specialization: Under Graduation	<i>Computer Science and Engineering</i> BPUT,Rourkela	GEC Bhubaneswar	8.3
Higher Secondary Exaيمانation: Graduation	Bihar School Examination Board	KSBHS,Bihar	71
Secondary Exaيمانation: Graduation	Central Board of Secondary Examination	The Diksha School,Bihar	72.8

TECHNICAL SKILLS

- **Languages** (Java ,HTML5 ,CSS3 ,JavaScript),
- **Frontend tech** (React.js, Tailwind CSS, Bootstrap, Context API),
- **Backend tech** (Node.js, Express.js),
- **Database** (MongoDB),
- **Tools** (Git ,GitHub, Postman,VS Code).

MAJOR PROJECTS AND SEMINAR

- **My Portfolio** (Technical Project)
(jan'13 - till date)
 - My portfolio is a responsive and interactive website built using HTML, CSS, and JavaScript, showcasing my skills and projects. It features a modern UI/UX design with smooth animations and a user-friendly layout. A contact form with email API integration (e.g., SendGrid or SMTP) allows visitors to send messages directly, ensuring secure and efficient communication. The site is optimized for performance, accessibility, and cross-device compatibility, providing a seamless user experience.
- **insect game.** (b. Tech.)
(feb'05 - feb'20)
 - The Insect Smashing Game is a fun web game built with HTML, CSS, and JavaScript, where players click to smash insects appearing randomly on the screen. It features score tracking, a countdown timer, and smooth animations for an engaging experience. The game includes sound effects and responsive design, making it playable on both desktop and mobile devices. Players must act fast to smash as many insects as possible before time runs out!
- **appointment booking for patients** (Technical Project)
(jun'25 - till date)

- Developed a full-stack Doctor-Patient Appointment Booking App using ReactJS, Tailwind CSS, Node.js, Express, and MongoDB. The app allows patients to register, browse doctors, and book appointments based on real-time availability. Implemented secure login, role-based access for doctors and patients, and appointment history tracking. Integrated a dynamic calendar and time-slot system to prevent double bookings. Notifications and confirmation messages are sent on successful booking. The interface is fully responsive and optimized for smooth user experience across devices. Designed with clean UI using Tailwind CSS and RESTful API communication. This project showcases my ability to build scalable, user-centric healthcare solutions.

Certifications and Achievements

- Frontend Development-through SEED supported by infosys
- programming in JAVA - NPTEL

FIELDS OF INTEREST

- wax crayon Drawing/painting
- playing cricket

STRENGTHS

- Positive Attitude,
- Communication,
- Hardworking.