Snehil

Skills _____

- Java | JavaScript | C++ | C| jQuery | Bootstrap | Mongo DB | NodeJS | ExpressJS | React | HTML | CSS |
- Data Structures and Algorithm

Education

Bachelor of Technology GLA University Mathura, India 08/2022

· Major in Computer Science Engineering

Intermediate Kendriya Vidyalaya new cantt allahabad Prayagraj, India 05/2018

Major in Physics, Chemistry, Mathematics with Computer Science

Projects

• PORTFOLIO:

This portfolio leverages the power of React, a popular JavaScript library for building user interface, to create an interactive and responsive platform for presenting my skill. The main aim of this project is to provide in hand experience of how the react app is connected with the backend and to have an idea how data flows init. It undersores my expertise in React, Nodejs, Expressjs and mongoDB.

GLOOM(2D game):

"GLOOM" is a 2D Unity game that takes players on a adventure. In this side-scrolling platform, player control a character who must navigate through various worlds, overcome obstacles, and collect valuable resources. The game feature vibrant, hand-drawn graphics. Player will need to utilize unique abilities to defeat creatures and ultimately reach their goal. This project was made just because I was curious about how the game works. Skills used in it is Unity, C#, and Photoshop.

TO-DO LIST(with C++)

This project was made to have an understanding of C++ and file handle so in this project To-do list is made for user to make a list in which they can add, delete and update the list, you can add your to-do items with the help of the terminal. This project uses file handle in C++.

Certifications

- MERN STACKDEVELOPMENT: Prepinsta
- · Introduction to game development: udemy
- GitHub: prepinstaJAVA: prepinstaC++: Prepinsta

Others

• 2nd prize in Srijan (football tournament)

- · Co ordinator of football matches in Maitree2k20.
- Won 3rd prize in CS:GO tournament in IIIT Gwalior.