

Snehil Rai

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[Linkdin](#) | [Leetcode](#) | [Portfolio](#) | [GitHub](#)

EDUCATION

International Institute of Information Technology

Pune, Maharashtra

Bachelor of Engineering in Information Technology - CGPA : 7.5/10

Nov 2022 – May 2026

SKILLS

Programming Languages: C and C++ (Proficient), JavaScript (Intermediate), Python (Beginner)

Database and Language: Experience in Mongo DB, MySQL, SQL (Intermediate)

Frameworks: working experience in React JS, Express JS, Node JS,

Version Control Tools and IDE: Git, GitHub, Visual Studio Code

Creative Skills: Adobe Premiere Pro, Adobe After Effects

Work EXPERIENCE

Job Title **Company name**

May 2022 – Sept 2022,

Delhi, India

- Achieved 90% ratings for doing... using **[skills name]** skills.
- optimized **something** which led to 100% of improvement in **something or some skill**
- completed **some number something** which helped **something** to write optimized code.

PROJECTS

Pingz: Connect, Chat, Thrive | HTML, CSS, JavaScript & MERN Stack. | [GitHub](#)

- I developed a full-stack chat application that has user authentication with individual and group chats, using MongoDB for data storage, React for the front end, and Express/Node.js for backend API and real-time communication via WebSocket.

YT Summarizer | Python, Flask, YouTube Transcript API, Hugging Face Transformers. | [GitHub](#)

- I created a web extension that summarizes YouTube videos into concise text using Flask, YouTube Transcript API, and Hugging Face Transformers, featuring a user-friendly interface with HTML, CSS, and JavaScript.

Sorting Visualizer | HTML, CSS, JavaScript. | [GitHub](#)

- I developed an interactive sorting algorithm visualizer that demonstrates various algorithms, including Bubble Sort, Merge Sort, Quick Sort, Insertion Sort, Selection Sort, and Heap Sort, using HTML, CSS, and JavaScript.

Retro Reptile | HTML, CSS, JavaScript. | [GitHub](#) [Live Demo](#)

- I developed a classic snake game featuring a clean, minimalistic design where the snake grows as it eats food, scores update in real-time, and gameplay ends upon colliding with itself or the walls.

ACHIEVEMENTS & EXTRA-CURRICULAR ACTIVITIES

- **Achievement 1**
- **Achievement 2**