Soumy Prajapati

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SUMMARY

An enthusiastic and highly motivated student with a keen passion for web development and programming. Passionate about creating dynamic and user-friendly websites and eager to learn and adapt to new technologies while working in a collaborative team environment.

EDUCATION

Netaji Subhas University of Technology

B.Tech. inInformationTechnology NOVEMBER 2020 - JULY 2024

CGPA - 8.1

Navy Children School, Chanakyapuri

CBSE Class 12th - 2020

Percentage - 90%

CBSE Class 10th - 2018

Percentage - 92%

SKILLS

Programming

C++, C, Javascript (ES6)

Databases

SQL, MongoDB

Front-end

HTML, CSS, JS, React

Back-end

Node.js, Express.js

Charts

LucidCharts

Authentication

JWT(JSON web token)

Version
 Control

Git and Github

TRAINING & INTERNSHIP

Completed a **6-week training** on Internshala, focusing on **React**. This online training program included **hands-on projects** that enhanced my understanding of React and also covered **version control tools like Git and GitHub**. Below is one of the projects I made during the training:

Movie Meter - https://soumyy7.github.io/MovieMeter/#/

- Developed a Web App using React, fetching data from a public API (api.tvmaze.com)
- Implemented **search functionality** to display movie and actor information like name, date aired, no. of seasons and summary
- Users can favourite movies, and the website's style was enhanced using CSS Styles

PROJECTS

Exercise Tracker - https://exercisetrackerw.onrender.com/

- Developed a personalized **Full Stack web application** utilizing the **MERN** stack that allows users to track their workout details (type, load, reps, and date).
- Added authentication features like login and signup using JSON Web Token (JWT)
- Implemented a secure MongoDB database to store and then fetch user-specific data
- Users can login to their account from different devices and add or delete their workouts

Explore Sphere - https://exploresphere.surge.sh/

- Created a single page web application about Traveling with multiple views using React hooks and React router
- Added a **Breadcrumbs trail** that shows the current location and allows to go back to higher-level pages
- Utilized a hosted JSON file as the data source during development to simulate API behaviour
- Added nesting routes, forms and error handlers using loaders & actions

Memory Game - https://onepiecegame.surge.sh/

- Created a memory-based game using React hooks (useEffect and useState)
- Players flip two cards at a time to find matching pairs. The game handles matched and unmatched cards
- A counter to count the number of turns and a feature to reload a new game were also made.
- A simple **user friendly UI** providing an interactive experience using CSS styles