

SUBHAJIT GONAI



📍 **Vill+Po:** Kandra, **Dist:** Purba Bardhaman, **Pin:** 713129, **West Bengal, India**

♂ **Male** 📅 **09/09/2000** 🇮🇳 **Indian**

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OBJECTIVE

To work in a highly challenging and competitive world and to grow with the organization. Eager to learn and develop new skills, deep dive into new technologies and be a part of an organization where I can contribute to its success with my skills and gain experience along with knowledge as a fresher.

EDUCATION

- ♦ **B.P. Poddar Institute of Management and Technology** Kolkata, West Bengal
Bachelor of Technology IN Computer Science and Engineering Aug 2021 – July 2024
MAKAUT CGPA : 8.351; Percentage: 76%
- ♦ **Dr. B. C. Roy Polytechnic** Durgapur, West Bengal
Diploma in Computer Science And Technology July 2018 -July 2021
WBSCTVE CGPA : 8.0; Percentage: 78.6%
- ♦ **Kandra J. M. High School** Kandra, Purba Bardhaman, West Bengal
Higher Secondary in science Feb 2017 - Feb 2018
WBCHSE Percentage :60%
- ♦ **Kandra J. M. High School** Kandra , Purba Bardhaman, West Bengal
Secondary Feb 2015 - April 2016
WBBSE Percentage :57.86%

SKILLS SUMMARY

- ❖ **Programming Languages:** Java | C | C++ | python
- ❖ **Web Technologies:** HTML | CSS | Java script
- ❖ **Concepts:** OOPs / DS / My SQL
- ❖ **Platforms:** Visual Studio Code
- ❖ **Soft skill:** Problem solving, Smart Working, Good in communication, Situation Handling
- ❖ **Languages:** English, Bengali, Hindi

PROJECTS

1. Tic Tac Toe Game:

- Developed a browser-based Tic Tac Toe game using HTML, CSS, and JavaScript with engaging animations and transitions.
- Implemented game logic for detecting a win, loss, or draw, and handling player turns and game states.
- Designed the user interface to be responsive across devices, ensuring smooth gameplay on both mobile and desktop screens.
- Optimized the game for performance and compatibility across multiple browsers.
- **Working:** The game allows two players to alternate marking spaces on a 3x3 grid, with automatic detection of winners and a reset feature for replayability.

2. Stopwatch:

- Built an interactive Stopwatch application using HTML, CSS, and JavaScript, with precise time tracking capabilities.
- Included key functionalities such as start, stop, and reset with responsive design ensuring usability across various screen sizes.
- Incorporated smooth animations for button interactions and a visually appealing user interface.
- Optimized the application for accurate time calculation and minimal performance impact.
- **Working:** Users can start, stop, and reset the stopwatch, with the system tracking time accurately and displaying it in an intuitive, easy-to-read format.

ACHIEVEMENTS

Web Development Intern

from **ProdigyInfoTech** — [15/07/2024] to [15/08/2024]

- Developed and enhanced web applications using HTML, CSS, and JavaScript.
- Collaborated with the development team to design and implement responsive user interfaces.
- Assisted in debugging and optimizing existing code to improve website performance.
- Contributed to project documentation and participated in code reviews to ensure quality.

CERTIFICATES

CERTIFICATE of Completion from UdeMy :

- Complete Machine Learning with R Studio - ML for 2023.
- Practical Next.js & React - Build a real WebApp with Next.js.
- PostgreSQL and MS SQL for Beginners.

DECLARATION

I hereby declare that all information in this resume is true and correct to the best of my knowledge.

Subhajit Gonai

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Date: 24/08/2024