

# SASIKANTA BEHERA

Bhubaneswar, Odisha

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## EDUCATION

<b>12th,Dav Public School, Paradeep,Odisha</b> <i>Percentage - 80%</i>	2021
<b>B.Tech(CSE), GITA AUTONOMOUS COLLEGE</b> <i>CGPA - 8.87</i>	2021-Present

## SKILLS

**Languages:** Java, JavaScript  
**Frontend Technologies:** HTML5, CSS3, Bootstrap, Javascript  
**Database:** MYSQL  
**Deployment:** Github,vercel

## PROJECTS

### ChatBot | Html5,Css3,JavaScript — [Github](#)

- The project features a responsive web-based chat interface that adjusts to various screen sizes, including desktop and mobile devices. The design uses Flexbox for layout, ensuring the chat window and input fields are centered and properly aligned.
- Users can interact with the chatbot by typing messages into an input field. The chat supports pressing the Enter key to send messages, making the interaction seamless and user-friendly.
- The chatbot dynamically handles user inputs, processes them, and generates appropriate responses. It uses regular expressions to clean and normalize user input for better pattern matching.

### Simons Game | Javascript,Css3,Html5 — [Github](#)

- Simon is a classic electronic game that tests your memory and pattern recognition skills. The game features a circular device with four colored buttons that light up and produce sounds in a specific sequence.
- Players must watch as Simon displays a sequence of lights and sounds. After each round, the player must replicate the sequence correctly by pressing the corresponding buttons in the same order.
- With each successful round, Simon adds an additional step to the sequence, making the game progressively harder. The challenge is to remember and repeat ever-longer sequences.
- Simon can be played solo, where the goal is to achieve the highest score possible, or in multiplayer mode, where players take turns replicating sequences and compete to see who can go the furthest without making a mistake.
- The Simon game is known for its distinctive, colorful design and simple gameplay mechanics. Since its introduction in the late 1970s, it has become a beloved classic, enjoyed by generations of players for its fun and addictive gameplay.

## LANGUAGES KNOWN

Odia

English

Hindi