

Abhishek Goswami

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EDUCATION

Tripura Institute of Technology

B.Tech in Computer Science & Engineering; SGPA: 8.90/10

Agartala, Tripura
Aug. 2024 (expected)

North Tripura District Polytechnic

Diploma in Electronics & Tele-communication Engineering; CGPA: 7.85/10

Dharmanagar, Tripura
Sep. 2020

Kadamtala H.S. (+2 Stage) School

Class-X, Tripura Board of Secondary Education; Percentage: 79%

Kadamtala, Tripura
July 2017

PROJECTS

React Quiz

Sep. 2023

- Developed a **React.js** application that presents users with a quiz consisting of **15** multiple-choice questions (MCQs) related to React.js concepts and features.
- Included a timer feature for each question, where users have **30** seconds to answer, and calculated and displayed their points and highscore upon completion.
- Utilized **asynchronous data fetching** to retrieve the quiz questions from a local server, ensuring a seamless user experience.

UsePopcorn

Aug. 2023

- Build a **react** based application where one can go and search for a movie, rate it and add it to watchlist as well as get some details about the movie like the IMDb rating, director's name etc.
- Demonstrated **API integration**, with fetching and displaying movie data from the **OMDB API**, including handling loading states and error management.
- Used **local storage** web API (`useLocalStorageState()`) for storing and retrieving watched movie data as well as rating given by user.

Far Away

June 2023

- Designed a **react** based application where an user can list out all the items that s/he needs to carry while going for a vacation with a focus on user-friendly item management and statistics tracking.
- Leveraged **React's** state management capabilities to enable real-time updates of the packing list, allowing users to seamlessly add, delete, mark items as packed/unpacked, and clear the list, ensuring an interactive and efficient user experience.

Pig-Game

Mar. 2023

- Created a **JavaScript**-based web game featuring dynamic dice rolling, player switching, score tracking, and automated winner declaration based on predefined rules.
- Utilized the **Document Object Model (DOM)** to meticulously implement game functionality and orchestrate the overall game logic.
- Link: <https://pig-gamebyabhishek.netlify.app/>

TECHNICAL SKILLS

Programming Languages: C/C++

Web Technologies: HTML, CSS, JavaScript, React.js

Miscellaneous: Data Structures & Algorithms (DSA)

EXTRA-CURRICULAR ACTIVITIES & ACHIEVEMENTS

- Ranked **84** out of more than 550 candidates in **TITLEE-2021**.
- Executive member at FOSS Club:** Led the organization of numerous seminars, coding sessions, and coding competitions, resulting in increased student engagement and networking.
- Yuva Tourism Club:** As part of the club members coordinated educational trips, explored new destinations, historical sites, and natural wonders in our state Tripura.