

Abdullah Sajid

Engineering Student | Front-end Web Developer

+91-6393170895 / abdullahsajid1029@gmail.com / [LinkedIn](#) / [GitHub](#) / [Portfolio](#)

SUMMARY

Front-end developer with a strong focus on creating accessible, responsive, and maintainable web applications. Skilled in modern web technologies and committed to continuous learning and effective problem-solving. Currently exploring opportunities to contribute to impactful projects and grow through hands-on experience in a front-end development role.

EDUCATION

Axis Institute of Technology and Management, Kanpur
B.Tech in Computer Science Engineering

2022-2026

TECHNICAL SKILLS

Languages: HTML, CSS, JavaScript, TypeScript, Python, Java

Frameworks & Libraries: React.js, Tailwind CSS, Bootstrap

Developer Tools: Git, GitHub, VS Code, Chrome DevTools, Figma

Technologies & Platforms: REST APIs, Heroku, MongoDB, Netlify, Vercel

Other Skills: Responsive Design, Accessibility, SEO, UI/UX Principles.

PROJECTS

Quiz Forge- Quiz App for Placement Prep / [View](#)

Tech Used: React, JavaScript, HTML, CSS

- Built a fully responsive quiz platform with dynamic question rendering and seamless state management using Context API.
- Integrated real-time scoring logic, progress tracking, and timed quizzes for enhanced interactivity.
- Designed a modern UI with reusable components for better performance and scalability.
- Deployed the application on GitHub Pages for easy access and user testing.

Tic-Tac-Toe- Multiplayer Game / [View](#)

Tech Used: React, JavaScript, HTML, CSS

- Developed a classic two-player game with a clean, responsive interface using React.
- Implemented game logic, turn tracking, and win condition detection using React state.
- Used prop drilling to manage state across nested components while maintaining code clarity.
- Employed reusable components to ensure modularity and scalability.

Snake and Ladder / [View](#)

Tech Used: HTML, CSS, JavaScript

- Created a browser-based version of the classic board game with interactive gameplay and smooth UI.
- Implemented game logic, turn tracking, and win condition detection using React state.
- Used DOM manipulation techniques to enable real-time updates and enhance user experience.
- Focused on responsive design for cross-device compatibility and visual consistency.

COURSES & CERTIFICATIONS

React – The Complete Guide (incl. Redux) – Udemy

Learned State management, React hooks, ContextAPI, component architecture, and routing by building real-world projects.

Team Member – Code Brainers Club, Axis Institute (2023 –Present)

Contributed to collaborative web projects and mentored juniors in front-end development.