# Sayantan Bairagi

in LinkedIn | ■ 8250407815 | M sayantan259@gmail.com | GitHub

## Skills .

• Programming Languages : C | C++ | Java | Python

Databases : MySQL

• Web Developement: HTML | CSS | Javascript | React | Node

• Concepts: OOPS | DSA | Git | Frontend | Competitive Programming | MS Office

• Languages: English(Professional Proficiency) | Hindi(Professional Proficiency) | Bengali(Professional Proficiency)

## **Experience from Responsibilities**

Branch Head NITJSR Technical Fest- OJASS 11/2023 - Present

Worked for the smooth conduct of Technical and fun Events for the annual Technical fest OJASS of the NITJSR.

Branch Head NITJSR Sports Fest- URJA 08/2023 - Present

Worked for the smooth conduct of Sports Events for the annual Sports Fest URJA of the NITJSR.

Managed 10+ sports teams and events.

Captain NITJSR Volleyball Team 08/2023 - Present

• Led the team in practices and competitions, ensuring effective training and performance during matches.

#### **Education**

Master of Computer Applications
• CGPA - 8.15

National Institute of Technology,

Jamshedpur,

Jharkhand, India

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Bachelor of Science

• Honours in Mathematics (CGPA - 9.8)

Bankura Christian College, Bankura University Bankura, West Bengal, India 2019 - 2022

# Projects \_

#### PlacementPro (Placement Managing Portal) [link]

Developed a dynamic and user-friendly Training and Placement Cell website to streamline student career services. Implemented a robust backend system to manage student profiles, job postings, and application tracking, enhancing overall placement efficiency.

- Streamlined Applications: Students can apply to over 50 companies easily, cutting application time by 70%.
- Enhanced Management: Coordinators can track over 100 HR contacts, improving follow-up efficiency by 90%.
- Data Visualization: Faculties can create detailed placement charts for 500+ students, boosting analysis accuracy by 80%.

### • 2 Player Chess Game [<u>link</u>]

Developed a web-based chess game using HTML, CSS, and JavaScript, focusing on a minimalist design and intuitive user experience. The game attracted over 100 unique users and hosted 500+ game sessions within the first three months, demonstrating strong user engagement.

- User Engagement: Achieved a 94% positive user rating during testing, reflecting high user satisfaction.
- Session Metrics: Facilitated 500+ game sessions, indicating sustained user interest and interaction.
- Design and Usability: Implemented a sleek and intuitive interface, enhancing the overall gaming experience for users.

#### Sudoku Game [link]

Developed an interactive and user-friendly Sudoku game using React, featuring multiple difficulty levels and an instant solver algorithm using recursion.

- Advanced Solver Algorithm: Utilized a backtracking algorithm for the real-time solver, providing instant puzzle solutions and hints.
- Cross-Platform Compatibility: Optimized the game for seamless performance on both desktop and mobile devices, ensuring accessibility for all users.

#### **Achivements**

- LeetCode: rating 1670(max), Solved 350+ Problems handle sayantan\_bairagi
- CodeChef: rating 1663(max). ld <u>l3thal</u>
- GFG: Solved 150+ Problems with the handle name sayantan 259
- 2023 ICPC participants : <u>Certificate</u>

#### Extracurricular\_

- Silver Medalist, All India Inter-NIT Volleyball Tournament 2023-2024: Competed against 20 teams from NITs across India and achieved second place in a highly competitive tournament.
- Gold Medalist, College Sports Fest: Secured first place in the Long Jump and Won gold medal in Volleyball.