Anik Chowdhury

Full-Stack Developer

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Career Objective_

•To secure a position as a MERN stack and full-stack developer, where I can apply my skills in building dynamic web applications and continuously grow through learning and real-world experience.

Education

- ♦ B.Sc. in CSE from North East University, Bangladesh (July 2022 Expected July 2026) with current CGPA 3.60 and above 70% percentile.
- ♦ HSC from IMPERIAL COLLEGE MOULVIBAZAR (2021) GPA: 4.56

Key Skills____

Technologies: React, Node.js, MongoDB, Next Js, SQL, RESTful API, MVC Architecture.

Languages: C, C++, Java, Python, Tailwind CSS, HTML, JavaScript.

Projects_____

Newspaper Website Project (MERN Stack)

- ♦ Developed user authentication with automatic session expiration and admin role-based access control.
- Built a chat interface displaying messages chronologically.
- Implemented an image upload system with admin management controls.
- Designed a responsive front-end using React and Tailwind CSS.

Leveraged Knowledge: MERN, REST APIs, AXIOS, JWT, CSS, SOCKET.IO.

Doctor Portfolio Website Project (Next.js, Node.js, MongoDB, Tailwind CSS)

- Developed a dynamic portfolio builder with features to add, edit, update, and delete doctor profiles.
- Implemented secure authentication with JWT and a profile management system with CV upload/download.
- Designed a responsive UI using Tailwind CSS and optimized performance with Next.js server-side rendering. Leveraged Knowledge: Next.js, Node.js, Express.js, MongoDB, Tailwind CSS, JWT Authentication, REST APIs

E-commerce Website Project (MySQL, JavaScript, CSS)

- Developed a dynamic e-commerce site with product listings, shopping cart, and checkout.
- •Managed data using MySQL and implemented real-time updates with JavaScript.
- Designed a responsive UI with **CSS** and integrated user authentication.

Leveraged Knowledge: MySQL, JavaScript, CSS, HTML, JWT Authentication.

Tic Tac Toe Game (Frontend - HTML, CSS, JavaScript)

- Developed a Tic Tac Toe game allowing users to play against the computer or a friend in a two-player mode.
- Implemented game logic with JavaScript, ensuring smooth gameplay and turn-based mechanics.
- Designed an intuitive and responsive UI using HTML and CSS for a seamless user experience. Leveraged Knowledge: HTML, CSS, JavaScript, Game Logic

Simple Projects:

Bubble Game (Html ,CSS ,JS) , Guess Number Game (HTML ,CSS ,JS) , Make CV Platform(JAVA, JAVA SWING),Analog and Digital clock in one frame (HTML,CSS,JS)