Aryan Sahani

Kolkata , West Bengal | (+91) 6290164010 |
aryansahani159@gmail.com | https://www.linkedin.com/in/aryan-s-644a37118 |
https://github.com/aryan-sahani30

Objective

A dedicated , highly motivated and disciplined individual **s**eeking a challenging position as an Associate Software Engineer where I can utilize my software development skills and analytical abilities to contribute to the success of the company. Passionate about integrating emerging technologies into innovative solutions, I aim to support and enhance business processes while driving continuous improvement in a collaborative and dynamic environment.

Experience

The Techie Indians | Intern   June,2023 – August,2023

- Worked on the project Asset Management System.
- Designed the database for the project and implemented CRUD operations.
- Improved data retrieval from the database by using Indexing.
- Easy tracking of assets and reminder of the maintenance dates implemented.

Education

- **Amity University Kolkata | Bachelor's in Technology**   **2020-2024**
  CGPA : 7.46
- **Birla Bharati | XII**   **2018-2019**
  CGPA : 8.0
- **Birla Bharati | X**   **2016-2017**
  CGPA : 7.8

Skills & abilities

- **Programming Languages**: C++
- **Web Development:** HTML , CSS , JavaScript
- **Acquainted with:** Linux , SQL , Data Structure And Algorithm , Java
- **Soft Skill :** Communication , Team Work , Problem Solving

Certifications

- Data Structure and Algorithm in C++ by Udemy
- Problem Solving by Hacker Rank
- SQL by Hacker Rank
- JavaScript by Hacker Rank

Projects

- **Personal Portfolio Website:** Created a visually engaging and user-friendly interface through the utilization of HTML and CSS. Implemented interactive elements and functionalities using JavaScript to enrich user interaction and guarantee full responsiveness across various devices.

- **Stone, Paper, Scissors Game :** Crafted the game interface using HTML and CSS to provide an intuitive and enjoyable user experience. Developed the game's logic with JavaScript to manage user inputs, ascertain game results, and dynamically update the interface.