AYUSH DOGRA

SOFTWARE DEVELOPER

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Summary

A pre-final-year Computer Science and Engineering student with a passion for solving complex problems and building efficient software solutions. Skilled in full-stack development and eager to contribute to impactful projects while expanding my expertise in the field.

Education

Chitkara University, Himachal Pradesh

Bachelor of Engineering in Computer Science Engineering (2022 - Ongoing)

CGPA: 9.03

Vivek International Public School, Baddi

12th CBSE (2021 - 2022) Percentage: 76%

Technical Skills

Languages: Java, C/C++, SQL, JavaScript, HTML and CSS

Frameworks: React.js, Node.js, Express.js, Tailwind CSS, GreenSock Animation Platform

Developer Tools: Git, GitHub, Figma, MongoDB Atlas

Projects

GitHub: https://github.com/ayushdogra-18/scatch

Scatch

Description: Developed an admin panel for managing a bag e-commerce platform. Features include adding bags, setting prices, and managing data securely. Implemented authentication and authorization using bcrypt and JSON Web Token (JWT) to ensure secure access control.

GitHub: https://github.com/ayushdogra-18/chess

Chess Game Clone

Description: Developed a chess game with real-time multiplayer functionality using Socket.IO and chess.js. The game supports player-versus-player matches and includes a spectator mode, allowing others to watch live games with real-time updates.

Friction

Technologies Used: Next.js, React, Tailwind CSS, Node.js, Express, Mongoose, WebSocket, Multer **Description:** Discord-inspired chat application designed for seamless communication. Includes features such as real-time messaging, file uploads, and efficient user management.

Certifications

- JavaScript Essentials 1 (Cisco Networking Academy)
- Certificate of Qualification in XR creator Hackathon
- C++ Programming Certification Course (Infosys Springboard)