

ELIUS BOKHTIER

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OBJECTIVE

Web Developer with a strong foundation in React, JavaScript, HTML, and CSS. Experienced in building responsive, component-based web interfaces with a focus on clean UI and performance. Seeking opportunities to contribute and grow in a modern development team.

EDUCATION

B.Tech in Electronics and Communication

2018-2022

Aligarh Muslim University(AMU), Aligarh, India

Senior Secondary (12th)

2018

SHSS (+2), AMU Board

Secondary (10th)

2016

Secondary Board of Education, Assam(SEBA)

SKILLS

Frontend: React.Js, Next.Js, TypeScript, JavaScript, Bootstrap, Tailwind CSS, HTML, CSS

Backend: Node.js, Express.js, MongoDB, WebSockets (Socket.IO)

State Management: Context API, Redux (basic)

Tools & Version Control: Git, GitHub, VS Code, Chrome DevTools, Postman

Design Tools: Figma (basic)

Deployment: GitHub Pages, Render, Vercel

PROJECTS

RhinoMovies – Movie Discovery Platform (Next.js, TMDB API)

Built a responsive movie discovery app using Next.js, integrating TMDB API for trending/popular/top-rated movies. Implemented dynamic routing and SSR for fast, SEO-friendly performance. Added search, filters, trailers, and detailed movie pages. Designed a clean, responsive UI and deployed it on Vercel.([Demo](#))

RhinoPad – Full-stack Notes App (React, Node.js, Express, MongoDB)

Developed a notes app with create/edit/delete functionality and user authentication for secure, personalized data. Implemented persistent storage with MongoDB and real-time updates.

Designed a clean, responsive UI for both desktop and mobile. ([Demo](#))

COURSES AND CERTIFICATES

- The Complete Full-Stack Web Development Bootcamp ([Udemy](#))
- The Complete Python Bootcamp From Zero to Hero in Python ([Udemy](#))
- Unreal Engine 5: All in one UE5 master Blueprint ([Udemy](#))
- Unity Turn-Based Strategy Game: Intermediate C# Coding ([Udemy](#))
- Unreal Engine 5 UI Design: Advanced inventory system with UE5 ([Udemy](#))
- Unity C# Mobile Game Development: Make 3 Games From Scratch ([Udemy](#))