

ELIUS BOKHTIER

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OBJECTIVE

Full Stack Developer skilled in React, JavaScript, HTML, CSS, and Node.js. Experienced in building responsive, user-friendly interfaces and scalable backend APIs. Looking for an opportunity to contribute to real-world projects and grow within 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

Deployment: GitHub Pages, Render, Vercel

Soft Skills: Problem-Solving & Logical Thinking, Effective Communication, Adaptability & Quick Learning, Team Collaboration, Attention to Detail

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](#))