

SHREYA BANIK

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EDUCATION

Hooghly Engineering & Technology, MAKAUT, INDIA

September (2017-2021)

Hooghly, WB., India

Pursued **Bachelor of Technology in Electronics and Communication Engineering** with **8.41/10** and **9.44/10** in final year.

Secured **above 90%** in computer science subjects (Oops, CN, DBMS, DSC etc.).

Chinsurah Balika Siksha Mandir, WB, INDIA

May (2015 - 2017)

Chinsurah, W.B., India

Completed Madhyamik (10th) and Secondary education (12th) with **79%** and **73%** respectively.

Honored by Politician & Environmentalist, Ratna De Nag for standing **2nd rank** from my school in Madhyamik examination in 2015.

PROFESSIONAL EXPERIENCE

CBNITS Private Limited, Kolkata

(April-September)2021

Intern

Kolkata, W.B., India

- Trained new programming languages and worked on demo projects using **Node-JS, Express-JS, React-JS, MongoDB** etc.
- Developed **Responsive Chat Application** using **Node JS and Socket, MongoDB**.
- Worked in a project in finance domain. **Responsible for developing and designing** application pages and

Advised by Subham Kumar Singh- Team Lead.

COGNIZANT Technology Solution, Kolkata

(October-2021) - Present

Programmer Analyst (GenC Developer)

Kolkata, W.B., India

- As a part of first phase technical training, learned **various programming technologies and applied them demo projects**.
- Coordinated training as a **Class Representative** for trainee batch-.
- Designed various web applications using **JS, HTML5 & CSS3, SQL** and using **Core Java and Collection framework**, developed **Hotel Management System**.
- Developed **Shopping Cart Application** using **Microservice Architecture and SpringBoot framework**.
- Currently working in **Insurance domain** project, responsible for driving key operational services such as **Problem management and Change management** for improving the **application stability and functionality**.

Advised by Kaviraj Venkathathinam- Team Lead.

PROJECTS

Responsive chat-server (Independent project)

- Developed a **responsive chat server** using **NodeJS**. (JavaScript runtime environment) and **MongoDB**.
- It provides **real-time messaging** experience for **unlimited users**. Each user can be identified based on their name.
- This application allows **individual in single server** to communicate easily by **sending and receiving texts** in real time.
- The UI of the chat-server is designed with **HTML5 and CSS3** for attractive style and easy use.

Digital Wallet Application (Internship project)

- Developed an application as a **Digital wallet based on Crypto Currency** using **react-native environment and angular framework**.
- **Designed** several web pages constructed the application.
- Application's interface is built using **HTML5 and CSS3** for a clean look and ease of usage.

Shopping Cart Application (Independent project)

- This application for **Shopping facilities (Order and Track)** is developed using **Springboot framework and H2-console**.
- It allows customers to order **unlimited products** that are listed in the application and select the quantity of it along with the **prices**.
- The payment section reflects the **total cart price** for check-out. After ordering a cart, users are allowed to **track** their orders based on the **order date**.

ACADEMIC PROJECT

IOT Based Multipurpose Unmanned Sea-Surveillance Vehicle for Defence Purpose

- This project attempts to explore the possibility of designing and implementing an **Unmanned Surface Vehicle (USV)** in form of a **Boat** with a **Surveillance Camera** installed for **search and rescue operations** at **Water bodies**.
- This USV can be **controlled over the internet** using concepts of **Internet of Things (IOT)**.
- This USV will provide better **security and surveillance capabilities** to our **Sea borders** and **restrict unauthorized infiltration attempts**. It could also be utilized to **save lives** in case of a natural disaster.
- It has an **onboard GPS for Location tracking** and in case of any anomaly quick response team can be sent at that location.
- An **action camera** with pan and tilt features sends live video feed over the internet to the base station. The boat can be controlled using an **app or a webpage**. It is expected to be manufactured at a **low cost** and multiple such USV can work in Collaboration to **handle Disasters at waterbodies**.

PROGRAMMING SKILLS

- **LANGUAGE:** C, C++, JAVA, JS, HTML5, CSS3, MATLAB
- **FRAMEWORK:**
BACK-END: NODE-JS, SPRING BOOT

FRONT-END: ANGULAR

- **DATABASE:** MYSQL, MongoDB
- **SUBJECT:** DS, DBMS, OOPS, IOT
- **TOOLS:** ServiceNOW, Github, VSCode, MySQL Workbench

CERTIFICATIONS

- MATLAB Fundamentals with Arduino Integration – MYWBUT, 2019
- Programming with Python – INTERNSHALA, 2021
- Responsive Web Design: HTML5 + CSS3 for Entrepreneurs 2018 – UDEMY, 2022
- JavaScript Basics for Beginners – UDEMY, 2022
- JavaScript JSON AJAX API data for web pages Objects Arrays – UDEMY, 2022
- Java Programming Masterclass covering Java 11 & Java 17 – UDEMY, 2022

ACHIEVEMENTS AND AWARDS

- **Coordinator:** Worked as volunteer at various HETC college events from 2017-2021, including Tech. Fest & Cultural Fest. Also worked as a coordinator in Art Carnivals in college days.
- **Membership:** Member of the IEEE organization since 2017.
- **Hobbies:** Completed fifth year of Painting under “Sarabharatiga Sangeet & Sanskriti Parishad”. Participated in Art Forum held in Chinsurah, 2022.
- **Sports:** Won 1st prize in Badminton Tournament in School in 2014. Practicing Yoga since 2016 and a member of Duke Club Committee.