

# SATYABRATA DAS

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## EDUCATION

### B. Tech In Computer Science and Technology

Silicon Institute Of Technology CGPA: 7.34

2022 – 2026  
Bhubaneswar, India

### Senior School Of Examination - Class XII

Mother's Public School

Scored: 91.8%

2021  
Bhubaneswar, India

### Secondary School Examination

Prabhujee English Medium School

Scored: 93%

2019  
Bhubaneswar, India

## PROFESSIONAL EXPERIENCE

### AWS Trainee

Silicon Institute Of Technology

- Architected and deployed a scalable VPC and integrated with Route 53 for enhanced security.
- Administered load-balanced, auto-scaling infrastructure, improving resource allocation by 40%.
- Secured MySQL database connections using OpenVPN, reducing potential security risks by 50%.

08/2023  
Bhubaneswar, India

### DSA Intern (Python)

Silicon Institute of Technology

- Implemented and optimized fundamental data structures (arrays, linked lists, trees, graphs) in Python, improving algorithm efficiency by 35%.
- Solved over 100+ LeetCode-style problems focusing on time and space complexity, enhancing problem-solving speed.
- Collaborated in a team to build a Python-based CLI tool using stack and queue concepts for real-time task scheduling.

08/2024  
Bhubaneswar, India

## PROJECTS

### Riot Keep [🔗](#)

- Developed a task management web app tailored for developers at Riot Games, enabling efficient tracking and categorization of tasks.
- Designed dynamic user interfaces using EJS templates, integrating CRUD functionality with MongoDB for persistent storage.
- Implemented responsive layouts and intuitive UX using vanilla JavaScript, HTML, and CSS to enhance usability.

**Skills:** JavaScript, Node.js, WebSockets, JWT, MongoDB

### R1980-sapera [🔗](#)

- Built a retro snake-style game with Classic and Challenger modes using C++ and Raylib for smooth graphics rendering.
- Implemented logic to generate unique 4-digit numbers without repetition, increasing game difficulty and engagement.
- Designed a vibrant futuristic UI and optimized rendering loops for better gameplay performance.

**Skills:** C++, Raylib, Game Development, Algorithm Design

### LocalBUddy [🔗](#)

- Built an AI-powered chatbot using Gemini AI to assist users with local queries through natural language interactions.
- Integrated EJS templating with Node.js and Express to render real-time chatbot responses in a clean web UI.
- Handled API communication, session management, and user inputs to ensure smooth and responsive chat flow.

**Skills:** Gemini AI, Node.js, Express, EJS, JavaScript.

## SKILLS

**Programming Languages:** Java, C, JavaScript, C++, Python

**Web Development:** HTML, CSS, React, Tailwind CSS, Express, Node.js, REST APIs

**Databases:** MongoDB, MySQL

**DevOps & Tools:** Git/GitHub, Linux, AWS, CI/CD, VSCode, Generative AI (GenAI)

**Cybersecurity and Pentesting:** Kali Linux, Burp Suite, Nmap, Wireshark, Metasploit, Nessus, SQL Injection, XSS, CSRF, Network Scanning, Vulnerability Assessment, Ethical Hacking