

Sumit Mula

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EDUCATION

Chitkara University

Engineer's Degree, Computer Science Engineering, CGPA : 8.74

Baddi, Himachal Pradesh

2021 - Present

Saharda Kalipada Vidyapity

12th board, Stream : Science, Percentage : 74.8

Saharda, West Bengal

2019 - 2021

TECHNICAL SKILLS

Languages: Java, JavaScript, SQL, HTML

Frameworks/Tools: React JS, Express JS, Mongo DB, Git, Node JS

Operating System: Windows

PROJECTS

eCommerce (Group Project) | Node JS, Express, Mongo DB, JavaScript

January 2024 – Present

- Frontend Development: Designed and implemented intuitive user interfaces with HTML5, CSS3, and JavaScript, providing a responsive and visually appealing shopping experience.
- Backend Development: Utilized Node.js to build robust backend logic, including user authentication, product management, and order processing, ensuring efficient data flow and application performance.
- Database Management: Integrated MongoDB to store and manage product catalogs, user profiles, and transactional data, ensuring data consistency and scalability.

Tic-Tac-Toe Game | Java

October 2023 – November 2023

- Main Method: The main method initializes the game board, sets the starting player to 'X', and enters a loop where players take turns until the game is over. Game Board: The game board is represented as a 3x3 array of characters. Initially, all cells are set to empty (' '). Player Input: Inside the loop, the program prompts the current player to enter their move by specifying the row and column numbers.
- Move Validation: The program checks if the selected cell is empty. If it is, the player's mark is placed in that cell. Otherwise, an error message is displayed, and the player is prompted to enter a valid move. Winning Condition: After each move, the program checks if the current player has won by examining rows, columns, and diagonals. Switching Players: If the game is not over, the program switches to the next player ('X' to 'O' and vice versa)
- The printBoard method prints the current state of the game board after each move. Winning Message: If a player wins, the program displays a message indicating the winner and exits the game loop. End of Game: If the game ends in a draw (no player wins), the final state of the board is printed, and the program exits.

CERTIFICATIONS

Full Stack Development - Coding Ninjas

Issued Oct 2021 - Expires Sep 2025

Java Programming - Coursera

Issued Sep 2023 - Expires Sep 2025

JavaScript - Infosys

Issued April 2023 - Expires Sep 2025

Marketing - LinkedIn

Issued Sep 2023 - Expires Sep 2025

CO-CURRICULAR'S

• Codeathons and Hackathons Participant

Actively participated in multiple codeathons and hackathons, showcasing problem-solving skills, teamwork, and creativity in developing innovative solutions within strict time constraints.

• Bharat Intern:

Collaborated with mentors and peers to troubleshoot issues, exchange ideas, and deliver quality solutions within deadlines.