

Nandan Kumar

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EDUCATION

Echelon Institute of Technology

Bachelor of Technology in Computer Science (BTech in CSE)

Faridabad, Haryana, India
(2021-2025)

Saraswati Vidya Mandir

Intermediate in science (10+2)

Bettiah, Bihar, India
(2018-2020)

Delhi Public School

Matric(10th)

Motihari, Bihar, India
(2018)

TECHNICAL SKILLS AND INTERESTS

- **Languages:** JavaScript, HTML, CSS, C, C++, Java, MySQL, MongoDB
- **Libraries:** ReactJs, Material UI, Bootstrap, Tailwind, Styled Components, ShadCN
- **Tools:** Node, NPM, Yarn, Vite, Git, Firebase
- **Soft Skills:** Communication, Troubleshooting, Problem Solving, Team Management, Decision Making
- **Area of Interest:** Software Development, Frontend Development, Reading

PROJECTS

Play-Plus | [Github](#)

February 2023 - March 2023

- Developed Play-Plus, a web-based arcade platform accessible directly within a user's web browser. This platform eliminates the need for downloads and installations, allowing users to jump into a variety of games instantly.
- Constructed a user-friendly interface leveraging HTML, CSS, and JavaScript. This interface facilitates seamless browsing through the game library and ensures a smooth gameplay experience directly within the web browser.
- Integrated diverse game engines or frameworks to curate a rich selection of games on Play-Plus. This ensures users can enjoy a wide range of genres and gameplay styles, catering to various player preferences.

AttendEaze | [Github](#)

May 2023 - July 2023

- Developed Attend-Eaze, a web application for streamlined attendance management in educational institutions, utilizing HTML, CSS, and JavaScript for a user-friendly interface and database connectivity for secure data storage.
- Designed a system for teachers to mark attendance electronically, eliminating manual paper-based methods. This improves efficiency and reduces errors.
- Implemented features for students to access their attendance records directly within the application. This fosters transparency and encourages student's accountability.
- Established database connectivity to securely store attendance data. This allows for easy report generation and retrieval of historical information.

WeatherNow | [Github](#)

January 2024 - February 2024

- Developed WeatherNow, a robust web application that leverages modern web technologies to provide users with up-to-the-minute weather updates, empowering them to stay informed regardless of location.
- WeatherNow utilizes advanced APIs or web scraping techniques to gather real-time weather data from trusted sources. This ensures users have access to the most up-to-date information on temperature, humidity, wind speed, and precipitation, allowing them to plan their day with confidence.
- Built with user-friendliness at its core, WeatherNow utilizes HTML, CSS, and JavaScript to create an intuitive and visually appealing interface. This allows users to effortlessly navigate through the application, quickly accessing the weather information they need.

Guftgu | [Github](#)

March 2024 - Present

- Guftgu is a cross platform offline- first chat app focusing on privacy, made with React Native, Guftgu focuses on creating reddit like local communities but focusing solely on colleges and colleges students.
- Automated backend deployments using a CI/CD pipeline: Leveraged GitHub Actions to establish a continuous integration and continuous delivery (CI/CD) pipeline. This streamlined the development process by automatically deploying code changes to Heroku upon backend updates, ensuring efficient and reliable deployments.
- Technologies used were React Native, NodeJS, ExpressJS, Socket.io, TailwindCSS, React Native Maps, MongoDB, WatermelonDB, Heroku, GitHub Actions.

Flying King | [Github](#)

May 2024 - Present

- Flying King is a cross-platform game inspired by the famous android game Flappy Bird.
- Flying King game consists of a simple scoring system, which stores high score through React Native Async Storage and updates it once someone breaks it.
- Flying King is built only using react hooks like useEffect, useState and react native css, not with any animation libraries.
- Incorporated a visually appealing and intuitive user interface (UI) using React Native components to enhance player engagement.
- Technologies used were React Native, Async Storage.