

RAHUL NOKWAL

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SUMMARY

Computer Science Engineering student specialized in developing responsive, high-performance web applications using JavaScript and modern frontend technologies. Adept at translating complex requirements into functional, modular code while prioritizing user experience and solving technical challenges through scalable architecture.

TECHNICAL SKILLS

Languages: JavaScript (ES6+), HTML5, CSS3 (*Proficient*)
Familiar With: Python, Java, MySQL
Frameworks & Libraries: Tailwind CSS, BEM Methodology
Tools & Version Control: Git, GitHub, VS Code, Vercel

TECHNICAL PROJECTS

Developer OS (Interactive Portfolio Environment) [\[GitHub Link\]](#)

- Problem Statement:** Building an immersive, OS-style interface to showcase professional skills and projects in a non-linear interactive format.
- Major Impact:** Developed a high-fidelity UI with three core modules (About, Skills, Projects) utilizing dynamic z-index management and custom window logic.
- Outcome:** Optimized user engagement via a browser-based "desktop" experience, ensuring fluid transitions and 100% responsiveness across environments.

FlowState (High-Performance SaaS Architecture) [\[GitHub Link\]](#)

- Problem Statement:** Designing a conversion-optimized, scalable landing page with high visual hierarchy and consistent spacing.
- Major Impact:** Leveraged a utility-first CSS strategy with Tailwind CSS to build a modular pricing architecture and mobile-first responsive grid.
- Outcome:** Delivered a production-ready SaaS interface with professional UI/UX patterns, optimized for rapid layout scaling and SEO.

Responsive UI Architecture (Netflix Inspired) [\[GitHub Link\]](#)

- Problem Statement:** Designing interfaces that maintain visual hierarchy and usability across various viewport sizes and devices.
- Major Impact:** Built a modular CSS framework using BEM methodology to create a scalable and maintainable UI architecture.
- Outcome:** Optimized front-end load times and ensured 100% responsiveness across mobile, tablet, and desktop environments.

State-Based Logic Engine (Interactive Gaming Systems) [\[GitHub Link\]](#)

- Problem Statement:** Managing complex user interactions and real-time game-state transitions in a single-page environment.
- Major Impact:** Developed a robust JavaScript-based logic handler to process win/loss conditions and dynamic UI state updates.
- Outcome:** Demonstrated core proficiency in JavaScript ES6 features, event listeners, and algorithmic problem-solving.

EDUCATION

Bachelor of Technology in Computer Science	2024 – 2028
Parul Institute of Technology, Vadodara	CGPA: 8.21/10.0
Higher Secondary School (Class XII - CBSE)	2024
Mandsaur International School, Mandsaur	Percentage: 66.80%

CONSISTENCY & ACHIEVEMENTS

- Competitive Programming:** Solved 130+ diverse DSA problems across [LeetCode](#) and [GFG](#).
- Technical Certifications:** Completed professional certifications in **HTML/CSS** and **JavaScript** (Basic/Intermediate).