

RITIK RAJ

Front-end developer

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SUMMARY

I am Ritik Raj, a second-year BTech Computer Science student with a strong foundation in web development, including HTML, CSS, and JavaScript. Passionate about learning new technologies and developing creative solutions, I am eager to expand my skills in backend development and programming. With a solid understanding of core computer science concepts and a keen interest in solving real-world problems, I am seeking opportunities to contribute to innovative projects and gain hands-on experience in the field.

EDUCATION

Lovely professional university

B.TECH in Computer Science

2023 – 2027

SKILLS

- Web Development:
- HTML, CSS, JavaScript
- Responsive Web Design (Flexbox, CSS Grid)
- Frontend Frameworks: React.js (or other frameworks if applicable)
- Version Control: Git, GitHub
- Programming:
- Core concepts of Java, Python, C++ (or any other languages you're familiar with)
- Backend Development:
- Basic knowledge of Node.js (as you're planning to learn)
- Tools & Technologies:
- Package Management: npm, yarn
- API Integration: Fetch, Axios
- Database:
- Basic knowledge of databases (SQL, MongoDB, or any other)
- Problem-Solving:
- Data Structures & Algorithms (as part of your coursework or personal learning)

CERTIFICATIONS

- Free code camp
- IBM courses on coursera

PROJECTS

Amazon clone

Description:

Build a basic e-commerce site where users can browse products, add them to the cart, and checkout.

Frontend:

- Tech Stack: HTML, CSS, JavaScript, React.js
- Features: Product listings, product detail pages, shopping cart, responsive design, and user authentication (login/signup).

Backend:

- Tech Stack: Node.js, Express.js, MongoDB or MySQL, JWT (for user authentication)
- Features: User authentication, product database, cart management, order creation.

Project Title: Rock, Paper, Scissors Game

Description:

A simple web-based game where the user plays against the computer. The player chooses either rock, paper, or scissors, and the computer randomly selects one of these options. The winner is determined based on the standard rules.

- Tech Stack:
- Frontend: HTML, CSS, JavaScript
- Features:
- Buttons for Rock, Paper, Scissors choices.
- Display user and computer choices, and the winner (win/lose/draw).
- Track and display score (player vs. computer).
- Deployment:
- Deploy on Netlify or GitHub Pages.
- Optional Enhancements:
- Countdown timer before each round.
- Reset button to restart the game.
- Add animations or sound effects.