Rahul R Krishnan

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About Me

I am a full-stack developer with experience in React, Vite, Django, and REST APIs. I have worked on projects related to weather apps and portfolio websites. I am passionate about creating efficient and scalable web applications and continuously learning new technologies.

EDUCATION

Kerala Technological University   **2019 − 2023**
*BTech in Computer Science - **6.68** -*   *Trivandrum, India*

SKILLS

- Html
- Css
- Java Script
- React Js
- SQL
- Python
- Django

Soft-SKILLS

- Versatile
- Strong Communication
- Adaptive
- Problem Solving
- Creative Thinking
- Self Learning
- Keen Listener

PROJECTS

Weather App | HTML, CSS, JAVA SCRIPT, REACT JS   **2024**

- Developed a weather application using HTML, CSS, React, Vite, and the OpenWeather API to provide real-time weather updates.
- Designed and implemented a user-friendly interface for seamless user interaction and implemented responsive design.
- Utilized Vite for fast and efficient development and build processes and Integrated OpenWeather API to fetch and display weather data dynamically.
- Developed interactive elements using JavaScript and React hooks for a dynamic user experience.
- Created custom animations and transitions to enhance visual appeal.

Responsive Personal Portfolio ↗ | HTML, CSS¡ JAVA SCRIPT   **2024**

- Designed and implemented a responsive and visually appealing user interface with HTML, CSS, and JavaScript.
- Utilized CSS for styling and layout, ensuring cross-browser compatibility and Implemented JavaScript for interactive features and dynamic content
- Created custom animations and transitions to enhance user experience.
- Developed reusable components and modular code for maintainability.
- Ensured website responsiveness across various devices using media queries.

2048 Math Game ↗ | Python, Pygame   **2024**

- Developed a fully functional 2048 game using Python and Pygame and Implemented game logic to handle tile movements, merging, and random tile generation.
- Utilized Python for game logic and Pygame for graphical user interface (GUI) development and Applied object-oriented programming principles to structure the game components.
- Designed a 4x4 grid layout for the game board, Implemented smooth animations for tile movements and merging and Added functionality to detect game over and winning conditions.
- Optimized the game loop to ensure smooth performance and responsiveness and Handled edge cases for tile movements and merging logic.
- Created an intuitive and visually appealing interface.

ONLINE COURSES AND CERTIFICATIONS

Full-Stack Developer - Besant Technologies, Vijaya Nagar, Velachery, Chennai - 600042