Safal Kumar Biswas

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📊 Codeforces   in Safal Biswas   ○ safal-biswas

About Me

I'm a competitive programmer with several years of experience with excelling on platforms like Codeforces & LeetCode. Also possess a strong foundation in front-end technologies for creating visually appealing, interactive, and user-friendly websites. Strengths include rapid problem-solving, adaptability to various coding environments, and a commitment to continuous improvement.

Experience

Web Developer Intern (Remote)   *Kolkata, India*
CodSoft   *Sept 2024 – Oct 2024*

- Developed dynamic components using React.js front-end library & enhancing website interactivity.
- Managed data & performed CRUD operations using MongoDB & MySQL databases.
- Integrated external APIs to process & display JSON data, enabling real-time information updates.
- **Tasks:** Built portfolio & landing pages, a quiz website, and a JavaScript-based game, showcasing a range of design and functionality skills.

Front End Developer Trainee   *Rangpur, Bangladesh*
Creativeitem   *June 2024 – Aug 2024*

- Experienced in building interactive web pages using HTML, CSS, and JavaScript.
- Understand and apply concepts of responsive design and browser compatibility.
- Completed projects & built simple websites using React.JS and Tailwind CSS.

Education

Rajshahi University of Engineering & Technology   *Feb 2019 – May 2024*
B.Sc.Engg. in Electrical & Computer Engineering

- **Coursework:** Object Oriented Programming, Data Structure & Algorithms, Data Base Systems, Computer Architecture, Operating System, Computer Networks & Machine Learning.

Projects

Agency Website for Creativeitem   *link* ↗

- Designed and developed a sleek, responsive website for a corporate agency, featuring key sections. The site includes interactive elements to engage users effectively.
- Tools Used: React.JS and Tailwind CSS

Minesweeper Game   *link* ↗

- Developed a Minesweeper game using JavaScript with dynamic board generation, random mine placement, cell revealing, flagging, and win/lose conditions, plus a timer and score tracking.
- Tools Used: HTML, CSS & JavaScript

Flappy Bird Game   *link* ↗

- Created a traditional Flappy Bird game for PC with scoring, difficulty levels & supports multiple profiles.
- Tools Used: Python

Technologies

Languages: C, C++, Python, HTML, CSS, JavaScript, SQL, NoSQL & Arduino

Technologies: Tailwind CSS, React.JS, Node.JS & MongoDB