AVIRUP SAHA

ELECTRONICS & COMMUNICATION ENGINEER
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OBJECTIVE

I am a highly motivated, quick learning individual who is willing to look do challenging work in the field of computer science and achieve my goals and get promoted to leadership level in any leading organisation.

ACADEMICS

Class	Year	Board	School	Percentage
B.E.	2020	Burdwan University	University Institute of Technology	74.5
12th Board	2016	W.B.C.H.S.E.	Habra High School (H.S.)	79.60
10th Board	2014	W.B.B.S.E.	Habra High School (H.S.)	81.86

PROJECTS

1.Swiggy Clone (Ongoing)

- It is a website where anyone can order food.
- It shows the food item, food cart, order amount, Delivery updates.
- Technology used: HTML, CSS, React Js, Node Js.

2. Quiz App (https://github.com/sahaavirup1998/quiz-app) May 2021-May 2021

- It was a quiz app where players can give correct answer of the questions like a normal quiz app.
- Features: Showing accuracy, Generate random Question.
- Role: Frontend Developer | Tech Stack: React JS.

3. Snake Mania (https://github.com/sahaavirup1998/snake-game) April 2021-April 2021

- It is a web game, where users can control the snake to eat food.
- In this game when player eat food score will updated and a when the game is over the high score is automatically updated.
- Technology used: HTML, CSS, JavaScript.

4. IOT Based Raspberry Pi controlled Smart Green House August 2019 - August 2020

- Basically, it a model of green house in which we can cultivate different crops to solve the agriculture problem.
- We used lots of sensors like LoRa Modules, Digital Temperature and Humidity Sensor, Soil moisture sensor, Ultrasonic Distance Measuring module etc.
- The center computing sensor is Raspberry-pi, which collect all data from other sensors.
- We use UBIDOTS platform where all the data are collected from different sensor. So, one can easily monitor the sensors.

5. Gesture Controlled Bot May 2019 - May 2019

- Make a bot using Arduino-uno and other sensors.
- It is controlled by gesture and accelerometer.
- Using microcontroller in it.

TRAINING

1. Newton School Coding Boot Camp

January 2021 - July 2021

- Full Stack Web Development along with Problem Solving.
- Technical Stack learned: React JS, HTML, CSS, JavaScript, Bootstrap.
- Worked on various projects like Note-App, Calculator, Tic-Tac-Toe etc.

2. Workshop on Raspberry Pi

September 2017 - September 2017

- Learn Python language
- Work on Raspberry-pi
- Learn how to control other sensor with Raspberry-Pi

3. Embedded System & Robotics

May 2019 - May 2019

- Learn Embedded Coding and robotics.
- Learn about Arduino-uno.
- Make a bot using Arduino-uno

4. Workshop on Aerospace Engineering

April 2017 - April 2017

- Learn about areophane's working process.
- Learn about sensors.
- Make an aeroplane model and using sensor which is controlled by remote.

ACHIVEMENTS

- Got 2nd prize in Techfest (Cir craft Designing.)
- Got 2nd prize in Raspberry pi coding competition.

TECHNICAL SKILS

- **Subjects -** Digital Electronics, Microprocessor.
- **Computer Languages -** Basic C, HTML, CSS, JavaScript
- **Software Packages -** React Js, Node Js
- **Software -** Microsoft Office

CO-CURRICULAR ACTIVITY

Love to play cricket, badminton, chess. In my free time I make some drawings.

DECLARATION

I hereby declare that the above furnished information is correct to the best of my knowledge & belief.

DATE: 10/06/2021

AVIRUP SAHA