

SIRISH ARAVINDAKUMAR

Bengaluru

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Education

Dayananda Sagar College Of Engineering

Bachelor of Engineering in Information Science

Nov. 2022 – Present

Bengaluru, Karnataka

Vedantha PU College

PCMB

Nov. 2020 – 2022

Bengaluru, Karnataka

About

I'm **Sirish Aravindakumar**, a fresher and engineering student with a passion for web development, problem-solving. I have a strong foundation in **C, Java, and JavaScript**, and enjoy building interactive web applications. I'm eager to learn, contribute to real-world projects, and grow into a skilled full stack developer.

Projects

AutoCare Hub (Vehicle Maintenance Service) | *Node.js, Express, EJS, SQLite3*

May 2025

- Developed a full-stack web application to book vehicle maintenance services, combining user education, service listings, and a booking system with real-time interaction.
- Built secure user authentication using bcryptjs for password hashing, express-session for session management, and structured user profiles with booking history.
- Implemented MVC architecture with modular routes, controllers, and SQLite models, alongside a responsive EJS-based frontend with collapsible content and reusable components.
- Faced a challenge with maintaining user sessions across multiple service selections — resolved it by carefully managing query parameters and persisting service IDs in the session before form submission

Etch-a-Sketch | *HTML, CSS, JavaScript, DOM Manipulation*

April 2025

- Built an interactive browser-based sketchpad that dynamically generates a 16×16 grid using JavaScript and Flexbox layout techniques.
- Implemented mouse hover effects that simulate drawing by changing each square's background color in real time.
- Initially struggled with grid alignment and sizing due to border/margin inconsistencies — fixed it by using box-sizing: border-box and calculating square dimensions based on the container width.

Simon Game | *HTML, CSS, JavaScript, jQuery*

January 2025

- Developed a web-based version of the classic Simon game, challenging players to recall and repeat growing sequences of colored lights and sounds.
- Integrated keyboard input to start the game and responsive mouse interaction for gameplay, enhancing accessibility.
- Ran into issues with sequence synchronization and button press timing — solved it by using setTimeout() and chaining delays for smooth, sequential visual and audio feedback.

Technical Skills

Languages: Python, C, HTML/CSS, JavaScript

Databases: SQL, MongoDB

Developer Tools: VS Code, Android Studio, Jupyter

Technologies/Frameworks: GitHub, React, Express

Extracurricular

Genesis

2023 – Present

DSCE

- Volunteered at the 1-day hackathon **GlitchCraft**, gaining valuable insights into event coordination, teamwork, problem-solving, time management, and how innovative ideas evolve under pressure through collaboration, creativity, and rapid prototyping in a real-world tech environment. .
- Collaborated in a 4-member team to develop a **Test Paper Evaluator** for department teachers, streamlining the evaluation process and significantly boosting grading efficiency through automation and improved workflow.
- Actively participated in multiple inter-college cricket tournaments, including **VTU-level competitions**, demonstrating teamwork, discipline, and sportsmanship.