Shaik Mohammed Roshan Web Developer D.No:8/369,Near Mosque lane, Gulzarpet,Anantapur, Anantapur, Andhra Pradesh, 515001, India	Hi, I'm a skilled professional with experience in various web development projects. Passionate about creating innovative and user-friendly applications.
 March 02, 2002 smdroshan4@gmail.com 8519960794 @MohammedRo98443 Shaik Mohammed Roshan 	St.Thomas High School 10th Class, Anantapur (June 13, 2016 - May 06, 2017) May 06, 2017) 9.2 College Intermediate , MPC
JavaScript Python Intermedia te	Srinivasa Ramanujan Institute of Technology Bachelor's Degree, (August 16, 2019 - 19, 2023) June 20, 2023) 6.1 Technology
ES6, DOM Manipulati on C HTML	Computer Science and Engineering VOLUNTEER EXPERIENCE
Programm Proficient ing Proficient	Tap (May 29, 2023 - December 23, 2023) Academy Trainee PUBLICATIONS
Proficient Intermedia te SQL MS Access	Motion Based Message Conveyor to Paralytic people IJEMA
Proficient Intermedia te	In response to the unique challenges faced by paralyzed individuals, we're pioneering an innovative
Watching Reading Cricket books Watching Playing movies Videos	communication system. By integrating cutting- edge technology such as voice recognition and
Games Listening Playing music Tennis	motion sensors, we're enabling seamless interaction between
English Hindi Proficient Proficient	patients and caregivers. This system allows paralyzed individuals to trigger assistance
Telugu Japanese Proficient Proficient CERTIFICATIONS	requests through voice commands or gestures, eliminating the need for physical inputs. Swift
Cyberse (Jun ber 23, curity 202 ss 2022) Essenti Minin als	wireless transmission ensures prompt response, enhancing
Cisco Celon https:// is drive.go https:// ogle.co drive.go	safety and peace of mind. With customizable interfaces and intuitive design, our solution
m/file/d ogle.co /1kloi0y m/file/d kFcPvly /1Es6Fh 9BN16r Abvq3P	empowers users, fostering independence and improving overall quality of life. It's a
0dwgsel © FQTbtp 8N_dn2/ 9PgDdH view? NRefLM usp=dri Ahl/vie	ground breaking step towards inclusivity and dignity in care for paralyzed individuals.
ve_link w? usp=dri ve_link Python (July Azure (Marc	https://drive.google.c om/file/d/1nQIFGFw GzTt1lHt8qSQQwdk8 8cfNzRd9/view?
Certific 2021 Devel 2023) ation oper Codeta Micros ntra oft	usp=drive_link PROJECTS Asteroid game with
https:// https:// drive.go drive.go ogle.co ogle.co m/file/d m/file/d	javascript This project is an engaging space- themed game This project is a simple This project
/1sxz11l /1tHUe y6yjwKK qjulZioa oezbGa © R7bOzb e1fO1E- Vlga90	developed using HTML5 canvas and JavaScript. Players control a spaceship summary of what the code does: The code sets up a canvas element and initializes its width and height to
bxNyto/ W2tICU view? SN/view usp=sha ? ring usp=dri	represented by a red circle, navigating match the window size. through a dynamically changing environment the Player, Projectiles filled with asteroids.
re_link Full (Octo ber stack 28, 2023) Develo	The goal is to survive for as long as possible, avoiding collisions with can shoot projectiles by clicking on the canvas.
pment Tap Acade my	shooting them down in the second towards the clicked towards the clicked position. Enemies spawn at random
https:// drive.go ogle.co m/file/d	movement controlled positions around the by keyboard inputs, canvas edges and move collision detection towards the center. If a mechanisms, scoring, projectile hits an
/179VW ORLEIU © 39K5EP E6_ZBc	and a timer to add urgency. With its smooth animations, intuitive controls, and and enemy, it triggers an explosion, decreases the enemy's radius, and increases the
WwinC HzL2u/v iew? usp=dri	challenging gameplay, player's score. If an this project offers an enemy collides with the entertaining gaming player, the game ends, experience for users displaying the player's
ve_link	seeking a thrilling space final score in a modal. adventure. The game loop This project showcases (animate()) handles an advanced rendering, updating
	implementation of an interactive space- themed game using HTML5 canvas and positions, detecting collisions, and managing the game state. Clicking the "Start Game" button initializes
	JavaScript. It presents a the game, hides the dynamic gaming modal, and starts the environment where animation loop and
	spacecraft, depicted as a red circle, amidst a hazardous asteroid project showcases basic game mechanics like player movement, shooting, enemy
	field. spawning, collision https://drive.google.c detection, and score om/drive/folders/1jv tracking. It also utilizes HTML, CSS, and
	XpBerfnk8YQ_IVjbrP JavaScript event 7D?usp=drive_link listeners to interact with the canvas and UI elements.
	The goal is to survive as long as possible by avoiding collisions with the enemies while
	shooting them down with projectiles. When a projectile hits an enemy,
	it triggers a colorful explosion and reduces the enemy's size. If an enemy collides with the
	player's character, the game ends, displaying the final score in a modal window.
	https://drive.google.c om/drive/folders/1W - bDiW5N4kcnKvHV6G -50kKTOMyqNOwY?
	usp=drive_link Music player A simple music (March 15, 2024 - April 03, 2024)
	player website which is created by HTML,CSS and JS https://drive.google.c
	om/drive/folders/14 u-6e3JXEtM-9dg6- 0VCTghnJNtYFt9x? usp=drive_link