



## PROFILE

I would like to share my all skill, knowledge and experience I have, where I could use and enhance my knowledge and skills for the development of both organization and myself.

## CONTACT

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## HOBBIES

Dancing  
Reading news paper

# SOMYASHREE PATTANAIAK

## INTERESTS

**STRONG DESIRE AND WILL POWER TO WORK IN ANY INDUSTRY AND LEARN NEW SUBJECTS TO ACHIEVE NEW HEIGHTS.**

## EDUCATION

PORT TRUST HIGH SCHOOL, PARADIP (10<sup>TH</sup>)

SVM AUTONOMOUS COLLEGE, JAGATSINGHPUR (12<sup>TH</sup>)

STEWART SCIENCE COLLEGE, CUTTACK (GRADUATION, IN COMPUTER SCIENCE)

## LANGUAGE

- ENGLISH
- HINDI
- ODIA

## SKILLS

1. JAVA
2. C#
3. ASP.NET CORE
4. MS SQL
5. HTML
6. CSS
7. JAVASCRIPT
8. OOPS CONCEPT

## PROJECTS

Canvas gives us a single physical display object, but I can create any number of logical display objects. I use JavaScript objects to hold all of the logical data and methods I need to draw and transform our logical game objects to the physical canvas. HTML5 Canvas is closely akin to the Flash Stage. It is a rectangular piece of screen real estate that can be manipulated programmatically. Advanced Flash developers might recognize the canvas as a close cousin to both the Bitmap Data and Shape objects in ActionScript. We can draw directly to the canvas with paths and images, and transform them on the fly.