

SUBHAM KUMAR NAYAK

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PROFILE SUMMARY

B.Tech Computer Science and Engineering student passionate about software development, with strong skills in fullstack development and backend engineering. Proficient in Java, JavaScript and MERN stack technologies. Demonstrated problem-solving ability and a passion for impactful projects.

EDUCATION

- | | |
|--|--------------------|
| • Siksha 'O' Anusandhan University, Bhubaneswar | 2022 – 2026 |
| B.Tech, Computer Science and Engineering | |
| CGPA: 7.6 | |
| • Deepika English Medium School | 2021 – 2022 |
| Higher Secondary Certificate Programs | |
| Percentage: 65.66% | |
| • Deepika English Medium School | 2019 – 2020 |
| Board of Secondary Education | |
| Percentage: 67.33% | |

TECHNICAL SKILLS

Programming Languages	Java, JavaScript, C
Web Technologies	React.js, Node.js, Express.js, HTML, CSS
Database	MySQL, MongoDB
Soft Skills	Problem-Solving, Collaboration, Adaptability

TRAINING PROGRAM

- | | |
|---|----------------------------|
| ServiceNow | Jun 2025 – Aug 2025 |
| • Completed professional training on the ServiceNow Platform. | |
| • Gained hands-on experience with modules like Incident Management, Change Management, and Service Catalog. | |
| • Worked with ServiceNow Studio, Flow Designer, and scripting (GlideScript, Client Script, Business Rules). | |
| • Built and customized applications, forms, and workflows on the ServiceNow platform. | |
| • Understood ITSM (IT Service Management) and CMDB (Configuration Management Database) concepts. | |
| • Developed a mini project demonstrating automation of service requests using ServiceNow. | |

PROJECTS

Doctor Appointment System(MERN) :- [GitHub](#)

- Built a responsive web platform for booking and managing doctor appointments.
- Implemented user authentication using JWT for secure session handling.
- Added real-time appointment status and availability tracking for doctors.
- Designed a clean and intuitive frontend using React.js and Bootstrap.

Pacman Game :- [GitHub](#)

- Created a classic Pacman game with real-time frame rendering using Java Swing.
- Included scoring, collision detection, and game physics.
- Built the UI using JFrame and JPanel.

CERTIFICATIONS AND ACHIEVEMENTS

- **FreeCodeCamp** – Responsive Web Design Certification
- **HackerRank** – Frontend Developer (React)
- **HackerRank** – Problem Solving
- **Hacktoberfest 2024 Participant** :-
Contributed to open-source projects as part of the global Hacktoberfest 2024 initiative.