Personal details: -

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GitHub – https://github.com/utsav0092

LeetCode – https://leetcode.com/u/utsav_02/

GFG – https://www.geeksforgeeks.org/profile/utsavancr2a8?tab=activity

Codolio – https://codolio.com/profile/U_tsav04

Introduction: -

I am Utsav Chouhan, a B-Tech student in Computer Science and Engineering with a specialization in Artificial Intelligence at Parul University, Vadodara, Gujarat, currently pursuing the program from 2022 to 2026. I have a strong technical background in web development, along with practical experience in machine learning. I also hold several prestigious certifications and professional credentials from recognized global institutions. Additionally, I have a passion for art and drawing, which enhances my creativity and attention to detail.

Education: -

B-Tech CSE specialisation in AI from PARUL UNIVERSITY (Parul Institute of Engineering and Technology) Vadodara (G. J). Regular student

From 2022 – 2026

CGPA – 8.15 (till 6th semester)

Class 12th Vaishnavi Eminent Higher Secondary School Barwani (M. P). Regular Student

In 2022

Percentage – 88%

Class 10th Vaishnavi Eminent Higher Secondary School Barwani (M. P). Regular Student

In 2020

Percentage – 87%

Skills: -

Web development using JS – HTML5, CSS3, JS, ES6, MERN Stack, Tailwind CSS, Bootstrap CSS, REST API JavaScript, Express-JS, React-JS, Node-JS, Responsive Web Design, JSON, MongoDB, NoSQL, EJS Template, jQuery, Front-end, Back-end.

Programming Languages – JS, Core JAVA, C, Python.

Python libraries – NumPy, Pandas, Matplotlib.

Machine Learning – Supervised Learning, Unsupervised Learning.

Platforms & Tools – Postman API, Canva, Figma, GitHub.

Languages: - English, Hindi.

Hobbies: - Art & Drawing.

Internships & Experience: -

Web Developer Intern — Bharat Intern (Virtual Internship)

March 10, 2024 – April 10, 2024

Completed a one-month virtual internship focused on front-end web development, where I worked on designing and developing responsive and user-friendly web interfaces using HTML5, CSS3, and JavaScript. Gained hands-on experience by building a Netflix Clone (front-end) that replicates core UI layouts and components, and a Personal Portfolio Website (front-end) to showcase skills and projects, applying modern web standards, responsive design principles, and basic DOM manipulation.

Data Visualization Intern — Tata (via Forage, Virtual Internship)

September 2024 – September 2025

Completed a virtual data visualization internship focused on transforming business data into meaningful insights using Power BI. Worked on practical tasks involving framing business problems, selecting appropriate visualizations, and creating interactive dashboards to support data-driven decision-making. Strengthened skills in data analysis, visual storytelling, and communicating insights effectively to stakeholders through clear and impactful reports.

Projects: -

FoodieTable – Front-End Food Ordering Application: -
project link - https://foodie-table-react-js.vercel.app/
Github link - https://github.com/utsav0092/FoodieTable_reactJS

Technologies: React 18, Vite, JavaScript, React Hooks, Redux Toolkit, React Router v6, Tailwind CSS, React Hot Toast, React Icons, React Spinners

Architecture: Component-based architecture with centralized state management using Redux Toolkit

➤ Developed a fully responsive front-end food ordering web application for browsing food items and managing orders.
➤ Implemented category-based filtering and real-time search for improved content discovery.
➤ Built dynamic shopping cart functionality with quantity management and live price updates.
➤ Secured the checkout flow using protected routes to ensure valid cart state.
➤ Designed a modern, mobile-first UI using Tailwind CSS with interactive feedback via toasts and loading animations.

Wanderlust – Full-Stack Web Application: -

Project link - https://wanderlust-project-r0kw.onrender.com/listings

GitHub link - https://github.com/utsav0092/WanderLust_Project

Technologies: Node.js, Express.js, MongoDB, Mongoose, EJS, Bootstrap 5, Passport.js, Cloudinary, Leaflet.js, Joi, Multer

Architecture: MVC (Model–View–Controller) with RESTful API design

➤ Developed a full-stack vacation rental platform for listing, browsing, and booking stays similar to Airbnb.
➤ Implemented user authentication and authorization using Passport.js with secure password hashing and session management.
➤ Built complete CRUD functionality for listings and reviews with ownership-based access control.
➤ Integrated Cloudinary for image upload and storage, and MongoDB Atlas for scalable database hosting.
➤ Added interactive maps and geolocation features using Leaflet.js and geocoding services.
➤ Implemented advanced search with category filtering and relevance-based result ranking.
➤ Designed a responsive and user-friendly UI using Bootstrap, Font Awesome, and Google Fonts.

Simon Says Game – Web-Based Memory Game: -

Project link - https://simon-game-tau-five.vercel.app/

GitHub link - https://github.com/utsav0092/Simon_Game

Technologies: HTML, CSS, JavaScript

Architecture: Static front-end architecture with DOM-based game logic

➤ Developed a classic **Simon memory game** where players repeat colour sequences that get progressively longer with each level of play.
➤ Implemented interactive game mechanics including start, sequence display, user input validation, level progression, game over, and reset functionality.
➤ Built engaging UI with responsive design and visual feedback using CSS animations and dynamic DOM updates.
➤ Managed core logic in JavaScript, including random pattern generation, user event handling, sequence comparison, and game state control.

Tailwind Project 1 – Responsive Front-End Web Project: -

Project link - https://utsav0092.github.io/tailwind_project_1/

Technologies: HTML, Tailwind CSS, JavaScript

Architecture: Static front-end design with Tailwind CSS utility classes

➤ Built a fully responsive front-end web project using **Tailwind CSS** for modern utility-first styling.
➤ Structured page content with semantic **HTML5**, styled with Tailwind CSS classes for layout, spacing, and responsiveness.
➤ Included **JavaScript** enhancements for interactive behaviour (where applicable).
➤ Designed for deployment on **GitHub Pages**, demonstrating static project hosting and live preview.

Tic Tac Toe with AI Opponent – Retro Browser Game: -

Project Link – https://tic-tac-toe-iota-fawn-28.vercel.app/

Technologies: HTML, CSS, JavaScript
Architecture: Static front-end game with DOM manipulation and AI-driven logic

➤ Developed a retro-style Tic-Tac-Toe browser game with Two Player mode and an AI opponent.
➤ Implemented an unbeatable AI using the Minimax algorithm for optimal move selection.
➤ Designed turn-based gameplay where the human plays as **O** and the AI plays as **X**, with automatic win and draw detection.
➤ Built a **responsive**, arcade-inspired UI using HTML and CSS with real-time DOM updates.
➤ Deployed the project on GitHub Pages for easy browser access.

Achievements / Certificates: -

LeetCode – 50 days badge for problem solving practice on LeetCode.

FreeCodeCamp – Responsive web design using HTML5, CSS3, JS.

Scaler – Unlocking the Power of JavaScript.

Udemy – Python with NumPy, Pandas, Matplotlib, scikit-learn for ML.

Internshala – 8-weeks Machine learning training and certification.

GeeksForGeeks Bootcamp – 3-weeks Python Bootcamp certificate.

Cisco – AI Fundamentals with IBM SkillsBuild certificate.

Infosys – DBMS and SQL.

IIT Bombay AWS Workshop – Introduction to Machine learning.