ABHINAV SAHOO
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Objective

Experienced Python developer and web developer. Knowledgeable in Python, HTML, CSS.JavaScript.jquery. Bringing forth expertise in design, installation, testing and maintenance of web systems. Equipped with a diverse and promising skill-set.Familiarity with RESTful APIs To Connect Android Applications to Back-End Services. Proficient in an assortment of technologies. Proficient Understanding of Code Versioning Tools, Such as Git and git hub. Able to effectively self-manage during Independent projects, as well as collaborate in a team setting.

Experience

- **CETPA** **3/2024 - 8/2024**
  python developer
  During my 6-month internship at CETPA, I gained hands-on experience in Python Full Stack Development. The internship provided a comprehensive learning environment where I was exposed to both front-end and back-end technologies, allowing me to build and deploy web applications.

  Key Responsibilities:
  -> Front-End Development: Developed user interfaces using HTML, CSS, JavaScript, python and jquery to create dynamic, responsive web pages. Focused on delivering an intuitive user experience.
  -> Database Management: Gained proficiency in using relational databases like MySQL and PostgreSQL, including designing schemas, writing queries, and managing data.
  -> Version Control: Utilized Git for version control and collaborated with a team through GitHub, ensuring smooth project management anode integration.

- **Ienergizer, Noida, Utter Pradesh** **07/2023 - present**
  Customer Support Executive
  VISTARA AIRLINES

  Major responsibilities Includes:
  -> Handle Indian as well as international clients on real time basis to their queries and complaints regarding airline services.
  ->Coordinated travel arrangements and schedules for clients and key accounts. Offered optimum customer service through effective verbal communication, catered to the demands.
  ->To scan and restrict fraudulent activities attempted by Travel agents on real time basis and to minimise the loss

Education

- **Siksha 'O' Anusandhan University** **2018-2021**
  B-tech
- **Centurion University of Technology and Management** **2015-2018**
  Diploma
- **St Mary's School** **2015**
  Matriculation

Skills

- Python language
- HTML
- CSS
- Java Script
- OOPS Concept
- GIT
- git hub

- Jupiter
- GDS
- Ms Word & Ms Excel
- Strong Communication
- Critical Thinking
- Problem solving

Projects

- **anon-ecommerce-website-master(https://abhinav-sahoo.github.io/Anon-Ecommerce/)**
  The Anon-Ecommerce-Website-Master project is a full-featured e-commerce website designed for online shopping with a focus on fashion. The project showcases a seamless user experience, from browsing trendy fashion items to a secure checkout process. This project was developed using modern web development technologies, focusing on both front-end and back-end functionality.

  Key Features:
  -> User-Friendly Interface: The website provides an intuitive and visually appealing interface, allowing users to easily browse fashion products, including clothing, accessories, and footwear. Categories and filters help users quickly find desired items.
  -> Product Catalog: A dynamic product catalog that displays detailed information, includingimages, descriptions, pricing, and available sizes/colors. Users can view products in grid or list format and sort by popularity, price, or new arrivals.
  -> Shopping Cart & Wishlist: Implemented a shopping cart system that allows users to add or remove products, update quantities, and save items for future purchases with a wishlist feature
  -> Responsive Design: The website is fully responsive, ensuring a seamless experience on various devices, including desktops, tablets, and smartphones.

  Technologies Used:
  -> Front-End: The front-end was built using HTML, CSS, and JavaScript for a responsive and interactive user experience. Bootstrap was utilized to streamline the design process.
  -> Back-End: The back-end was powered by Python with Django framework, enabling secure handling of user data, product management, and order processing.
  -> Database: MySQL was used as the relational database to manage user accounts, product details, and order information.
  -> Version Control: Git was used for version control, with the project hosted on GitHub for collaboration and deployment."

- **Currency Converter**
  The Currency Converter project is a simple yet functional web application that allows users to convert between different currencies. The project focuses on providing an intuitive and user-friendly interface for quick currency conversions, utilizing real-time exchange rates. Developed using HTML, CSS, and JavaScript, this project demonstrates a practical use of front-end technologies and API integration.
  Key Features:
  -> Real-Time Currency Conversion: The application fetches real-time exchange rates from an external API, ensuring accurate conversions between multiple currencies
  -> User Interface: The interface is clean and easy to use, allowing users to select the base currency and target currency from dropdown menus. Users can input the amount to be converted, and the result is displayed instantly.-
  > Multiple Currency Support: The converter supports a wide range of global currencies, enabling conversions between major currencies like USD, EUR, GBP, JPY, and more.
  -> Responsive Design: The application is fully responsive, offering a consistent user experience across devices, including desktops, tablets, and smartphones.
  -> Error Handling: Implemented error handling for invalid inputs, such as non-numeric values or network issues, ensuring a smooth user experience

- **TIC-TAC-TOE Game**
  The Tic-Tac-Toe Game project is a classic implementation of the well-known 3x3 grid game, developed using HTML, CSS, and JavaScript. This interactive game allows two players to compete against each other, taking turns marking either "X" or "O" in the grid, with the goal of aligning three symbols in a row, column, or diagonal. The project emphasizes dynamic user interactions and a simple yet effective design.

  Key Features:
  -> Two-Player Mode: The game is designed for two players, where each player alternates turns by clicking on the grid cells to place their symbol ("X" or "O").
  -> Winning Detection: Implemented logic to detect winning combinations (horizontal, vertical, or diagonal) and announce the winner when a player successfully aligns three symbols.

-> Draw Detection: The game also handles cases where the grid is fully occupied without any winning combination, resulting in a draw.
-> Reset Functionality: Added a reset button that allows players to restart the game at any time, clearing the grid and resetting the scores.
-> Visual Feedback: The game provides visual feedback by highlighting the winning combination and updating the status message to display the winner or a draw.
-> Responsive Design: The layout of the game is fully responsive, ensuring a seamless gaming experience across different devices, including desktops, tablets, and mobile phones.

- **Amazon Cover**
  Made an exact replica of Amazon home page using HTML and CSS
- **Dice Rolling Simulator**
  this project involves writing a program using HTML that simulates rolling dice. When the program runs, it will randomly choose a number between 1&6
- **Hotel Menu and Bill**
  It takes the order as an input from the customer with respect to the list of item in front of him/her and gives a an articulated bill for it (Python)

Achievements & Awards

- Worked passionately in customer service in a high call volume process
- Named employee of the month three times for high ratings from customers and providing best possible resolution