




Deccan Education Society's

NMITD

Navinchandra Mehta Institute of Technology & Development



CONTACT ME

-  Patilwadi, Mumbra, Thane 400612
-  +91 9892509122
-  Aniketpatil16032@gmail.com
-  [linkedin.com/in/aniket-patil-a35528283](https://www.linkedin.com/in/aniket-patil-a35528283)

DOMAIN SKILL

- Web Design
 - Figma
 - Google Web Designer
 - Canva
- Web Development
 - Framework
 - Angular 10,11,12,13
 - TailwindCss
 - Bootstrap
 - Backend
 - Node.js
 - Firebase
 - Github

SEMINARS

Entrepreneurship seminar
NSEIT, 2023

Visual Vortex workshop
siesgst, 2023

POSITIONS OF RESPONSIBILITIES

Volunteer
helping and guiding participants

Project Lead
Managing, documenting and partially coding the final year BCA project

ANIKET PATIL

Web Designer/Developer

CAREER OBJECTIVES

To secure a fulfilling position in a reputable organization, leveraging my dedication to continuous learning and adaptability in web development. I aim to fully utilize my skills and contribute significantly to the company's success

EDUCATION

- | | |
|---|---|
| 2022 - Pursuing
Mumbai University | Masters of Computer Application
DES's NAVINCHANDRA MEHTA INSTITUTE OF TECHNOLOGY AND DEVELOPMENT. |
| 2019 - 2022
Dr. C. V. Raman university | Bachelor Of Computer Application
Sahyog College of IT and Management |
| 2017 - 2019
Maharashtra State Board | HSC Science
B. R. Madhavi Jr College. |

CERTIFICATIONS

- | | |
|---|--|
| August 2023 - Present
Swayam | ANIMATIONS
This course, for students majoring in Animation, Design Engineering & Game Technology. |
| Sept 2023
GDSC | Github 101
The workshop covers topics like Git basics, GitHub's web interface, collaboration workflows and issue tracking. |
| March 2023
Siesgst | Google Design Sprint
integrating design thinking into the development process, the role of UX designers and researchers in product creation, and designing prototypes on Figma |

PROJECTS

- | | |
|--|---|
| 2022 - Present
MCA sem 2
Mini project | SlimeJump
A web based horizontal platformer game build with angular, tailwind and HTML canvas. The game is build using HTML5's canvas element and typescript. Game controls and all logic is made from scratch as well as all aprites |
| Dec'22 - March'23
MCA sem 1
Mini project | Stylus - Food blog
A UI/UX based project to demonstrate and improve my coding and designing skills. Build on web framework angular 12 and tailwindcss. Additionally demonstrating dynamic panels/card as per given information without hurting existing design. |
| June'21 - Feb'22
BCA
final year project | DevShare
A Platform to showcase your skill as a developer and potentially getting jobs. Users can upload there development project with either source code or screencaps of project to there profile |