

ROHAN SANTRA

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Frontend Developer | UI/UX Designer

Objective

Creative and detail-oriented Frontend Developer with hands-on experience in React, HTML, CSS, and JavaScript, seeking to contribute to a dynamic team. Adept at integrating aesthetic design with efficient code, with a strong foundation in UI/UX design tools and graphic software. Eager to build responsive, user-centric web applications and continuously grow in a collaborative environment.

Technical Skills

- Frontend: React.js, HTML5, CSS3, SCSS, JavaScript (ES6+),
- Backend: PHP(Basic), Node.js (Basic), MySQL, MongoDB
- Design & UI/UX Tools: Figma, Adobe XD, Photoshop, Illustrator, After Effects, Corel Draw, SketchUp, Paint Tool Sai, Premier Pro, Sony Vegas Pro
- Other Tools: Android Studio, XAMPP, Git, Shell Scripting
- Frameworks/Libraries: Bootstrap, Tailwind CSS, Next JS, Astro, GSAP, Gatsby, Vue JS, Material UI, Shadcn/UI

Experience

Software Engineer - Frontend

Webskitters Technologies | Feb 2024 – Present

- Developed responsive web applications using Next.js, React.js, GSAP, Material UI, HTML, SCSS, and JavaScript.
- Collaborated with design teams to integrate UI/UX elements using Figma and Adobe XD.
- Optimized code for performance and cross-browser compatibility.
- Completed over 20 client projects, including business websites and dynamic web apps with interactive animations and modern design frameworks.

Graphic Design Intern

Planet Hope Netherlands | Aug 2021 – Sept 2021

- Created visual assets for marketing campaigns using Photoshop, Illustrator, and After Effects.
- Assisted in UI layout design for digital platforms, enhancing visual consistency and user experience.

Projects

- Ninja Odyssey (In Progress)
 - **Website:** ninjaodyssey.com | Tech Stack: Next.js, Tailwind CSS
 - Collaboratively developing "Ninja Odyssey," an upcoming game, with a group of friends. Designed and maintain the official website with responsive design and optimized performance.
- Medicine Reminder App
 - Platform: Android Studio | Tech Stack: Java, XML
 - Developed a mobile app for scheduling and managing medication reminders with custom notifications.
- School Fees Management System
 - Platform: XAMPP | Tech Stack: PHP (Frontend), MySQL (Backend)
 - Built a web-based application to track and manage student fee payments securely.
- Pac-Man Game Clone
 - Platform: OpenGL | Language: C++
 - Designed a fully functional Pac-Man game replica with custom graphics and controls.

Certifications

- User Experience Design Essentials – Adobe XD UI/UX Design
- Website Hacking/Penetration Testing & Bug Bounty Hunting
- Network Hacking (Wireless & Wired)
- Cyber Security Course: Network Security & Hackers Exposed
- The Complete Java Development Bootcamp

Education

Qualification	Year	Board/University	CGPA/%
B.E. in Computer Science	2022	VTU	7.2 CGPA
12th Grade (ISC)	2018	ISC	77%
10th Grade (ICSE)	2016	ICSE	72.1%

Co-Curricular Activities

Guitarist 🎸 | Painter 🎨 (B. Arts Equivalent) | Digital Artist | Member – Music Club, Humanitarian Club | Treasurer – Rise Club, HKBKCE

Languages

Bengali, Hindi, English (Fluent – Read/Write/Speak)