



Satyam Singh Gaur

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Education

- JSS Academy of Technical Education, Noida** **2022-2025**
Bachelor of Technology in Computer Science and Engineering (Data Science) **CGPA – 8.38**

Technical Skills

- Programming Languages:** Java, C, Python, JavaScript
- Web Technologies:** HTML, CSS, Bootstrap, Node.js, Express.js
- Database:** MySQL
- Tools & IDEs:** VS Code, IntelliJ IDEA, Chrome Dev Tools, Git and Github

Experience

CSRBOX (IBM SkillsBuild Summer Internship Program → [Certificate](#)) **Remote**
(Front-end Web Development Intern) | HTML, CSS, JavaScript, Bootstrap **Jun 2024 – Aug 2024**

- Developed a Donation & Wastage Management Website focusing on responsive design and optimized functionality using HTML, CSS, and JavaScript.
- Designed and implemented dynamic, interactive web pages without React, ensuring smooth navigation and accessibility.
- Collaborated within a professional team to enhance user-centric solutions and problem-solving skills.

Projects

1. Employee Management System → [Code](#)

Technologies: Java (Core), OOP, ArrayList, CLI

- Built a console-based application to **manage employee records**, demonstrating strong understanding of core Java concepts such as object-oriented programming, dynamic data handling using ArrayList, and modular class design.
- Features implemented like:
 - Add, view, update, delete, and search employees by ID
 - Captures details like name, ID, department, designation, and salary

2. User Management Backend System → [Code](#)

Technologies: Node.js, Express.js, MySQL

- Built a full-stack user management system using Node.js, Express, MySQL2, and EJS with secure CRUD operations and UUID-based routing
- Implemented password verification for update and delete actions, and seeded realistic user data using Faker.js
- Designed responsive EJS views and structured RESTful routes for scalable backend logic and clean UI rendering

3. Simon Game → [Code](#)

Technologies: Html, CSS, JavaScript

- Developed a browser-based memory game inspired by the classic "Simon Game" using JavaScript to enhance interactivity and UI responsiveness.
- Implemented game logic to generate and display random color sequences, requiring users to repeat the sequence correctly to advance levels.
- Utilized event handling, timing functions, and DOM manipulation to control user interaction and visual/auditory feedback.

Achievements:

- Selected for Smart India Hackathon (SIH) 2023** – Successfully qualified the college-level internal hackathon round and represented my team in the district-level Smart India Hackathon screening phase.
- Qualified GATE 2025 (Data Science and Artificial Intelligence – DA Paper)** – Achieved qualification in the GATE DA exam.