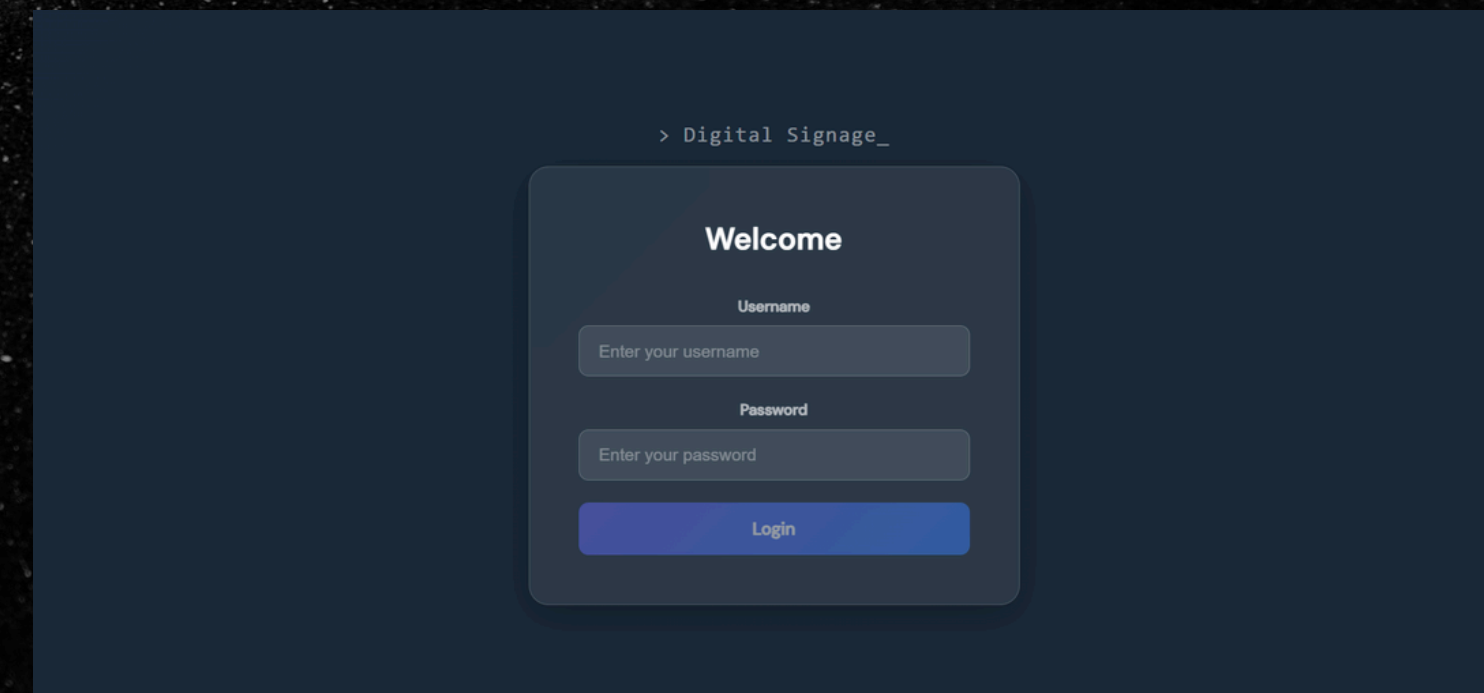
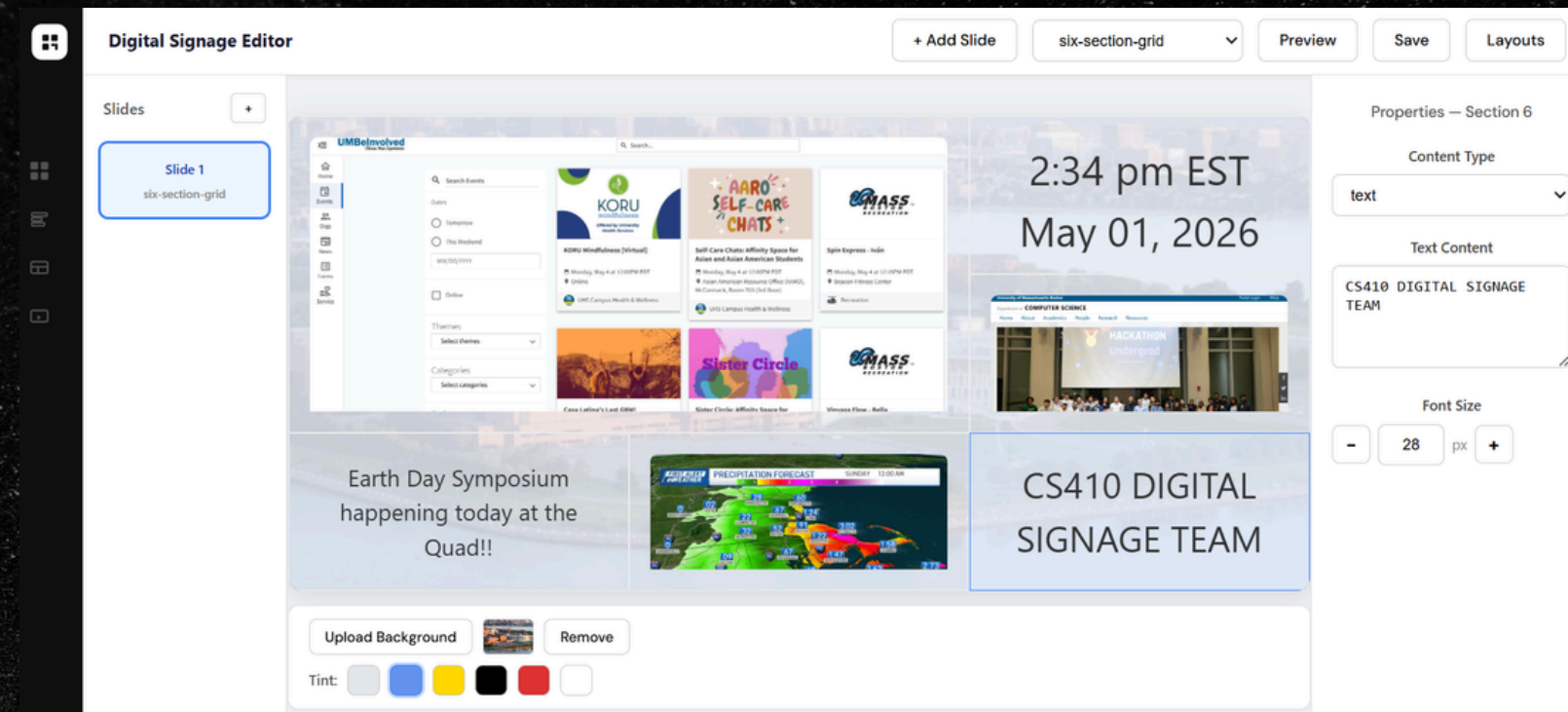


- **Built a multi-slide canvas editor** to design slides that will be presented.
- **Created 7 slide templates** (eg. two-panels, 4-section grid, bottom-row grid, six section grid, etc.) **and added 5 content types** (text, images, videos, time and weather updates, slide deck) for each section.
- **Added UI features** including resizable sections, grid-constrained, font-size editor, and drag-and-drop slide reordering.
- **Engineered a single-layout save model** encoding all slides via 100-row band offsets along with a full round-trip save and restore including current templates, backgrounds, tints, and section content.
- **Built login page** with real API auth, localStorage persistence, and inline error handling.



Link to deployed site: <https://www.cs.umb.edu/~hdeblois/cs410/longproj01/t6-DS/>

Github link: <https://github.com/A6Dig/cs410-digital-signage/blob/dev-Mridhul/frontend/src/pages/Canvas.jsx>

<https://github.com/A6Dig/cs410-digital-signage/blob/dev-Mridhul/frontend/src/pages/Layouts.jsx>

<https://github.com/A6Dig/cs410-digital-signage/blob/dev-Mridhul/frontend/src/pages/Login.jsx>

<https://github.com/A6Dig/cs410-digital-signage/blob/dev-Mridhul/frontend/src/styles/login.css>

Link to artifacts: /courses/cs410/s26/hdeblois/GROUP2/longproj01/t6-DS/mridhul-artifacts

T-SHAPED SKILLS

BACKEND
AWARENESS

UI/UX
DESIGN
DECISIONS

CROSS DEVICE
DEBUGGING

DATABASE
PERSISTENCE
CONCEPTS

GIT WORKFLOW AND
BRANCH MANAGEMENT

01

02

03

04

05

01

**REACT FRONTEND
ARCHITECTURE**

02

**CUSTOM DATA ENCODING
AND PERSISTENCE**

03

**API INTEGRATION AND DATA
FLOW**

FUTURE PLAN FOR THIS PROJECT

1

Replace the H2 in-memory database with a persistent store. Right now every backend restart wipes all saved layouts, which makes real multi-user testing impossible and limits the platform to single-session demos.

2

Add user-scoped layouts so each account only sees their own saved presentations.

3

Build a live preview mode that pushes the current layout to a paired display device in real time.

4

Expand content types beyond the current five - live data feeds, and countdown timers would make the platform genuinely useful for real signage use cases.