ANSHIKA SINGH

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Objective:

"Motivated and detail-oriented Computer Science postgraduate with a strong foundation in software development and a diverse technical skill set. Seeking an entry-level position to leverage my expertise in developing, testing, and maintaining software applications while contributing to the organization's success."

Skills:

Java
 Spring Boot
 JPA
 Operating System
 Data Structure
 Maven
 JavaScript
 HTML
 MySQL
 DBMS
 Git
 CSS

• Problem Solving

Education:

Rajarshi School of Management and Technology

Master of Computer Applications

Oct 2022 - Sep 2024

Raj School of Management and Sciences Aug 2019 - Aug 2022

Bachelor of Computer Applications

Aug 2019 - Aug 2022

Personal Project:

School Portal (July 2024 - August 2024)

Developed a Spring Boot application for managing student, teacher, and class data, utilizing Java, MySQL, and JPA.

- Designed and implemented RESTful APIs for CRUD operations.
- Created JPA entity classes for data modeling and configured an H2 in-memory database for testing.
- Conducted unit testing to ensure application reliability and performance.
- Documented project details and deployment instructions for end users.

Flappy Bird Clone Game(May 2024 - June 2024)

Developed a Flappy Bird clone using JavaScript, HTML, and CSS.

- Implemented game mechanics including bird movement, gravity, and collision detection using the DOM and event listeners.
- Designed a scoring system with audio feedback for scoring points and handling game over scenarios.
- Created dynamic pipe generation with varying gaps and heights to enhance gameplay experience.

Quote Generator(Apr 2024 - May 2024)

Developed a web-based Quote Generator using JavaScript, HTML, and CSS.

- Implemented a random quote selection feature using an object to store quotes and authors.
- Enhanced user interaction by allowing users to generate new quotes with a button click.