ANINDITA PRIYADARSHINI

P R O F I L E

Looking forward to work in an organization with a challenging position to expand and utilize my learning, skills and knowledge. Possess excellent communication skills and have an eye for detail. Flexible to work in any environment as required.

SKILLS

Creative
Problem solving

Adept ability
Efficiency

Deep Programming
Full Stack Capabilities

Leadership
Time Management

Learner
Team Work

EDUCATION

2018-2021

POST GRADUATION: M.C.A

DISCIPLINE: Computer Application

INSTITUE: University Of Engineering & Management, Kolkata

UNIVERSITY: U.E.M, Kolkata

YGPA: 9.88

2015-2018

GRADUATION: B.C.A

DISCIPLINE: Computer Application

INSTITUE: Asansol Girls' College, Asansol, W.B.

UNIVERSITY: Kazi Nazrual University, Asansol, W.B.

PERCENTAGE: 65.78

2013-2015

CLASS (HIGHER SECONDARY): 12th

DISCIPLINE: Science (PCMB)

SCHOOL: Burnpur Riverside School, Burnpur, W.B.

BOARD: C.B.S.E

PERCENTAGE: 58

2011-2013

CLASS (SECONDARY): 10th

SCHOOL: Krishna Sudarshan Central School, CCL, Bermo, Jh.

BOARD: C.B.S.E

C.G.P.A: 9.00

CONTACT

Website:
aninditapriyadarshini.com
Github :
https://github.com/ANIND
ITAPRIYADARSHINI
PH: +91- 9748091740
Email:
anindita.priyadarshini48@
gmail.com
Place: India

LANGUAGES KNOWN

English, Hindi and Bengali.

SIDE PROJECTS

PYTHON- (Few More Projects)
    IDE USED: Pycharm
1) **Guess The Number:** A fun no. guessing game.
2) **Rock, Paper, Scissors:** A fun game to play against computer.
3) **Collatz Sequence:** A conjecture that follows mathematical sequence, which shows whether repeating certain simple arithmetic operations will eventually transform every positive integer into one.
4) **Conway's Game Of Life:** A pygame, which depicts cellular automata, "a set of rules governing the behavior of a field made up of discrete cells".

SIGNATURE

Anindita Priyadarshini.

TECHNICAL SKILLS

- ✓ **Technical Skills:** Data Structures, Algorithms, HTML and CSS.
- ✓ **LANGUAGES KNOWN:** JavaScript, Python and C.
- ✓ **SUBJECTS OF INTEREST:** DBMS, Software Engineering.
- ✓ **ONGOING ADD- ON COURSES:** React.

PROJECTS

12 MONTHS (JUNE'20 – JUNE'21)	**PAPER TOPIC**: Telemedicine
	LANGUAGE USED: Python & Its Libraries (Panda, Scikit, etc.)
	DISCIPLINE: Research Based With A Bit Of Programming
	INSTITUE: University Of Engineering & Management, Kolkata
	ROLE: Leader/Analyst/Researcher

3 MONTHS (JAN-MARCH, 2018)	**PAPER TOPIC**: Library Management System
	LANGUAGE USED: Front-End: Visual Basic & **Back-end:** MySQL
	DISCIPLINE: Programming Based
	INSTITUE: I.S.I.T Deoghar,Jh.
	ROLE: Developer

CERTIFICATIONS & ACHIEVEMENTS

- ➢ **Best Paper Award** winner at **UEM-GREEN 2021 INTERNATIONAL CONFERENCE**.(Paper Topic : "Telemedicine")
- ➢ Presented PPT on **UEM-GREEN 2021 INTERNATIONAL CONFERENCE**. (Paper Topic: "Telemedicine")**.**
- ➢ Participated in **URECKON 2020, CONTEST: SPYDER** organized by UEM, Kolkata.
- ➢ **Crash Course on Python** course from Coursera By **GOOGLE**
- ➢ **HTML, CSS, AND JAVASCRIPT FOR WEB DEVELOPERS** course by **JOHNS HOPKINS UNIVERSITY**
- ➢ **Python Data Structures** from Coursera by **UNIVERSITY OF MICHIGAN**
- ➢ **AI For Everyone** course by **DEEPLEARNING.AI**