Anikate Dahiya

Hyderabad , Telangana | anikate311204@gmail.com | +91-9462187106 | linkedin.com/in/anikate-dahiya
github.com/AnikateDahiya

Profile Summary

Highly motivated and skilled Computer Science Engineer with a passion for crafting innovative software solutions. Proficient in programming languages such as C, Java, and Dart, with hands-on experience in developing web and mobile applications, designing efficient databases, and debugging software. A collaborative team player committed to delivering high-quality work and driving exceptional results..

Education

CMR Engineering College, B-tech in Computer Science Engineering   Sept 2022 – May 2026
- GPA: 8.47/10
- **Coursework:** Data Structures and Algorithms, Database Management Systems, Mobile Application Development, Software Engineering, Computer Networks.

Technical Skills

Languages: C, Java , Python , Dart ,MySQL , HTML ,CSS ,JavaScript.

Technologies: Data Structures and Algorithm , Web Development , Flutter App Development.

Experience

AICTE - Internship
- Reduced time 75% by implementing prediction algorithms and its complexities.
- Learned about space optimization technique and making the system work more efficiently.

Attended multiple Hackathons
- Attended multiple hackathons under guidance of industry experts.
- Helped to develop multiple areas of Android app development.

Projects

Book Heaven   linkedin.com/BookHeaven
- Book Heaven is a simple online bookstore web application that allows users to browse books, manage their account, add books to a cart, and complete purchases through a checkout process. The application includes user authentication (login/register), an admin dashboard, and a receipt page for order confirmation.
- Tools used: HTML , CSS , JAVASCRIPT , TAILWIND

Blog management System
- Developed a web page for the blog management system along with my friend by working on the user interface and making it convinient for the user to use it to upload and read the blogs they want.
- Tools Used : HTML , CSS , JavaScript.

Toyzz App   Ongoing
- Developing a mobile application where users can buy and sell toys from that platform and the toys can be new or refurbished.
- Tools Used: Flutter , Dart.