

Education

Sardar Patel Institute of Technology

Andheri, Mumbai

STUDYING BACHELOR OF TECHNOLOGY IN COMPUTER SCIENCE, SGPA-1 : 9.0

Skills

Languages Python, C/C++, HTML, JavaScript, CSS, SASS, C++, Git, Java

Frameworks Flask, Bootstrap, Android Studio

Experience

Codatron 2018-19

PARTICIPATION

January 2019

- went till finals and secured 7th position out of 20
- no prior programming experience, and learnt online before Codatron

IEEE Web Development workshop

WINNERS

2019

- secured 1st position out of 6 finalist teams
- Got introduced to JavaScript, CSS, HTML and web-development tools

Courses

HARVARDX CS50 (ONGOING)

January 2019 to present

- Introduction to Computer Science course on EDx on Auditing mode
- Built several projects required by the course, more on my GitHub page : CS50 Submissions

HARVARDX CS50W (ONGOING)

January 2019 to present

- Web development course in EDx on Auditing mode
- Learnt web development frameworks like Flask
- Learnt Database handling, requests, sessions, SASS, responsive design, etc

ANDROID DEVELOPMENT COURSE (ONGOING)

June 2019 to present

- Android development course in Udemy, certificate course
- Learnt Java basics in order to start course
- Learning features of android development

Interests built overtime...

RESOURCES: YOUTUBE, EDX, CODECHEF, DOCUMENTATIONS

May 2019 to present

- making better/responsive html
- looking into source code of html to find out how stuff works
- use templating to make building htmls easier
- exploring html tools and frameworks
- Competitive Coding
- python app packaging
- android app development
- building electron app
- Binary Hacking

Projects

Noteable. (ongoing)

- App development using **Android Studio**
- Backend in **Java**
- Sem III project app, that has **Notes** and **Chatrooms** for effective note-making, sharing, collaboration, connect and innovation...

lref (ongoing)

- A command line interface based on the Linux Terminal, written in **Python** that manages and builds **HTML** files.
- It helps easily **manage** data on the webpage and **build** the **webpage** without hosting *webpage server* on local file-system using terminal .

KBC game

- A **GUI** enabled game built in **C language** , with a repository of 105 questions, with three parts easy/medium/hard from which set of five questions each is selected and displayed on screen, with four options to choose and 3 lifelines to choose from.
- A simple game made interactive and beautiful using styling and design from **CSS** templating of **XML** body, and **images** built and modified in **Photoshop**