ADITI GUPTA

+91 9580315096 | deepaditi2002@gmail.com | www.linkedin.com/in/aditi-gupta-42aa00237

EDUCATION

- Banasthali Vidyapith, Tonk ,Rajasthan India   **CGPA:8.69**
BTech(Information Technology),2025
Coursework: Data Structure, Design and Analysis of Algorithms, Operating System, DBMS, System Programming, Software Engineering

PROJECTS

• Bliss Berry
- Grocery Shopping App Development: Developed a mobile application using Flutter framework for grocery shopping, facilitating users to browse and purchase fresh items conveniently from their smartphones.
- User-Friendly Interface: Designed an intuitive user interface with features like categorized display of products, seamless navigation, and visually appealing layouts to enhance user experience.
- State Management with Provider Package: Implemented state management using the Provider package, ensuring efficient data flow and synchronization between different components of the application, such as the shopping cart and product listings.
- Dynamic Cart Functionality: Integrated dynamic cart functionality allowing users to add and remove items from their shopping cart, with real-time updates on total price calculation, providing a smooth shopping experience.
- Responsive Design: Ensured responsiveness across various device sizes, maintaining consistency in layout and functionality to cater to a diverse user base, enhancing accessibility and usability of the application.

• Pacman(Game)
- Pacman Game: Developed a Pacman game using Flutter, allowing users to control the iconic character within a grid-based environment.
- Dynamic Gameplay: Implemented touch and swipe gestures for user interaction, enabling players to move Pacman in different directions across the grid to collect points while avoiding barriers.
- Real-time Updates: Utilized timers to update the game state periodically, providing smooth movement animations and interactions between Pacman, food pellets, and barriers.
- Custom Widgets: Created custom widgets such as `MyPath`, `MyPixel`, and `MyPlayer` to represent the game elements like paths, pixels, and the Pacman character, enhancing visual aesthetics and gameplay experience.
- Score Tracking: Implemented a score tracking feature displayed on the screen, allowing players to monitor.

• To-Do List Application
-Task Management: Users can add, view, and delete tasks. Each task can have details like title, description, due date, and priority level.
-Local Storage: The application uses local storage to save data. This means all the tasks created by the user are stored on the device itself. This could be implemented using SQLite database or Shared Preferences in Android.
-User Interface: The application has an intuitive and user-friendly interface. It uses Activities and Fragments to display different screens to the user. The design of the application follows Material Design principles.

• **Gym Mangement**

Developed a comprehensive Gym Management application using Java in the NetBeans IDE. The application efficiently manages gym operations with features for member management, including insertion, deletion, searching, updating, and display of member data. Leveraged Java Database Connectivity (JDBC) API for database integration, ensuring robust data storage and retrieval. The application significantly improved the efficiency of gym operations by providing an intuitive interface for staff to manage member information and gym resources. This project demonstrated strong skills in Java programming, database management, and software development using an IDE.

TECHNICAL SKILLS

- Languages:C++,Java,Dart
- Database: Mysql
- Developer Tools: Android Studio, VS Code, IntelliJ, Flutter,Figma.

SOFT SKILLS

- Adaptability
- Resourcefulness
- Willingness to learn
- Work Ethic
- Decision Making