

# Gehna Vithalani

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**Github** - <https://github.com/Gehna08>

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## About Me

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A dedicated programmer with a keen interest in Android and game development. My hands-on experience with diverse projects has sharpened my skills and deepened my passion for creating innovative solutions. I'm excited to leverage my technical expertise and creativity to tackle new challenges and drive impactful outcomes.

## Education

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### SN Kansagra School

2010 - 2022

High School Education

### Symbiosis Institute of Technology

2022 - 2026

B.E. Computer Science and Engineering

## Projects

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### DailyQuotes Application | JAVA

Developed "DailyQuotes" using Android Studio, an app designed to provide daily inspiration. The application features dynamic quote fetching and display using APIs. It also includes an intuitive UI/UX with gesture recognition, allowing users to manage quotes easily, such as removing favourites with a double-tap feature. Social sharing capabilities were added to enhance user engagement.

### DoItAll Application | JAVA

Created "DoItAll" using Android Studio, focusing on providing a user-friendly task management experience. The application allows users to add, edit, and delete tasks while prioritising productivity through the integration of task priorities and due dates. The design follows UI/UX principles to ensure ease of use and improved organization.

### EventifySIU - College Event Management System | SQL, JAVA

Developed a comprehensive college event management system using NetBeans. The system includes key features such as event scheduling, registration, and management, ensuring smooth data handling and providing a user-friendly interface for administrators and participants.

### CamSecure Application | JAVA

Built "CamSecure," an Android application aimed at enhancing privacy by controlling camera access based on geographic location. The app uses geofencing technology to restrict camera usage within specific areas and automatically locks the device when necessary. It ensures that personal data remains protected and prevents unauthorised access to the camera.

### DodgeIt Game | Unity, C#

Developed "DodgeIt," a game created where players must navigate through various obstacles to reach their destination. The gameplay emphasises quick reflexes and strategic manoeuvring, offering an engaging challenge as players strive to avoid hazards and win.

## Technical Skills

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### Languages:

Java, Python, C++, SQL, C#, HTML, CSS

### Tools:

MySQL, GitHub, Android Studio, Unity, MongoDB