Jagrit Goyal

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Objective

A motivated and enthusiastic software developer seeking to leverage academic foundation and practical experience in programming languages, algorithms, and software development methodologies to contribute effectively to innovative projects while continually enhancing skills and knowledge in the field. Passionate about creating efficient, user-friendly software solutions to address real-world challenges.

Skills

- C / C++ Java
- · Basic concepts PHP, Python
- CSS / Tailwind CSS / Bootstrap
- Data Structures
- MySQL
- XamppJavaScript

- FigmaAngular
- HTMLFirebase
- Svelte

Internship Experience

• TensaX Innovation Lab

Web Developer Intern

- Completed a 6-month internship at TensaX Innovation Lab, gaining practical experience in web development processes, teamwork, and project management.
- Contributed to designing and development of "Health App", collaborating with team members to deliver high-quality application solutions.
- Implemented front-end interfaces using HTML, CSS, and JavaScript, while also gaining exposure to technologies such as Figma, Tailwind, Svelte, Firebase.

Professional Development (Sept 2023 – March 2024)

• Angular - The Complete Guide

Completed comprehensive online course covering Angular development principles, including components, directives, services, routing, and more. Proficient in building dynamic and interactive web applications using Angular framework.

Java

Developed proficiency in Java programming language through self-study via YouTube tutorials and other coding platforms. Demonstrated in "Snake Game" ability to write clean, efficient code and solve problems using Java.

Projects

• Recipe Book Application (Dec 2023 - March 2024)

Developed a recipe book web application using Angular, allowing users to browse, create, update, and delete recipes. Implemented features for user authentication and recipe filtering.

-Technologies used: Angular, TypeScript, HTML, CSS, Bootstrap

• Snake Game (Sept 2023)

Developed a classic Snake game in Java, featuring responsive controls, and collision detection. Implemented game logic, user interface, and scoring system.

-Technologies used: Java

• 2048 Game (Aug 2023)

Created a browser-based version of the popular 2048. Implemented game logic, user interface, and scoring system.

-Technologies used: HTML, CSS, JavaScript, Tailwind

• Health App (March 2023 - June 2023)

The Health App is a comprehensive digital tool designed to empower users in effectively managing their health measures and wellness data, providing personalized insights and warnings for informed decision-making.

-Technologies used: Figma, HTML, CSS, JavaScript, Svelte, Tailwind

Hello Fixer! (June 2021 – July 2021)

Platform which finds and hires the appropriate person for their work and helps workers to find work.

-Technologies used: HTML, CSS, JavaScript, PHP, Xampp

Bank Management System (June 2020 – July 2020)

Project to record and handle transactions of a user's bank account.

-Technologies used: C++

Education

Course / Degree	School / University	Grade / Score	Year
Masters of Computer Applications (MCA) in Data Science	JECRC University	8.81 CGPA	2023
Bachelors of Computer Applications (BCA)	Lachoo Memorial College of Science and Technology	78.6%	2021
Senior Secondary (XII), Commerce - Maths	Our Lady of Pillar Convent School	68.4%	2018
Secondary (X)	Our Lady of Pillar Convent School	8.4 CGPA	2016

Achievements & Awards

- Team leader of "Technical Paper Writing" in MCA (2022)
- Project leader of "Hello Fixer!" in BCA (2021)
- 1st position in "Overnight Problem" in Carpedium in BCA (2019)

Workshops / Seminars

- Competitive Coding with Data Structures (05/2022 06/2022)
 Organized by IIT Kanpur
- Al and Chatbot (04/2022)
 Organized by Botosynthesis in collaboration with JECRC University
- UI/UX (04/2022)
 Organized by Dice Academy in collaboration with JECRC University
- Python and Machine Learning Workshop (08/2018)
 Organized by WsCube Tech

Strengths

- Amicable
- Reliable
- Adaptable
- Leadership qualities
- Effective Teamwork
- · Good grasping ability