# Jahanvi Saini

#### **Education**

2022 – present	<b>B.Tech</b> Govt. Women's Engineering College, Ajmer
2021 – 2022	12th-CBSE Samrat Public Sr Sec School, Ajmer
2019 – 2020	10th CBSE Army Public School Narangi, Guwahati

## **Skills**

C Programming C++ Programming

JAVA MySQL
Windows MS Office
Teamwork Adaptability
Learning Agility Problem-Solving

# **Work Experience**

Jun 2024 – Aug 2024 Ajmer

# **Core Java Developement Intern**

Softech Informatic Systems — On-site

(45-day Internship | Awarded A+ Grade in Final Assessment)

- Gained hands-on experience in Core Java programming, applying object-oriented principles, GUI design (Swing), and database connectivity (JDBC) in real-world projects.
- Debugged and optimized Java-based applications, reducing runtime errors by ~15% and improving execution speed by ~10%.
- Engineered a robust multi-class Java application with custom exception handling prevented 10+ common runtime failures, increasing application stability by 10%.
- Collaborated in a professional training-based software development environment, adhering to best coding practices and delivering assignments on time
- Recognized with an A+ grade for consistent performance, professionalism, and technical proficiency during the internship.

### **Projects**

Jan 2025

#### Clash of Spacefighter game ∅

- Designed and developed Clash of Spacefighter, a 2D space shooter game using Java, Swing, and AWT, applying OOP principles and event-driven logic for gameplay mechanics.
- Implemented **spaceship controls, shooting mechanics, and enemy AI** with progressive difficulty, ensuring engaging and adaptive gameplay.
- Built core systems including a **custom game loop**, **real-time collision detection** (bullets, enemies, player), and a **score tracking module**.
- Handled 10+ on-screen entities simultaneously with smooth frame rendering

- Ensured **smooth rendering and updates** through an optimized loop architecture and modular codebase for scalability and maintainability.
- Collaborated in a **2-member team project** as part of a **learning + internship initiative**, gaining hands-on experience in **game development architecture**, **input handling**, **and performance optimization**.

#### Dec 2024

### **Banking Management System** *⊘*

- Designed and implemented a **Banking Management System** using **Java Swing** for GUI and **MySQL** (via JDBC) for database integration.
- Developed key features including secure PIN-based authentication, cash deposit & withdrawal, balance inquiry, PIN change, and mini statement generation.
- Implemented a **FastCash option** for quick withdrawals, improving usability and efficiency.
- Ensured **data integrity and transaction accuracy** through database validation and error handling.
- Applied **Object-Oriented Programming (OOP) principles** for modular code design and maintainability.
- Collaborated in a **2-member team** as part of a college assignment, gaining hands-on experience in **Java GUI development and SQL database connectivity**.

# Certificates

- SQL Fundamentals DevTown (Participation & Appreciation) - July 2025
- Completed the training course on Core Java(Aug 2024)
- Introduction to Microsoft Excel (Jan 2024)
- Build your personal brand using Canva (Jan 2024)
- Cancer Awareness (Nov 2022)

- Programming in JAVA (Nov 2024)
- Energy Literacy Training (Feb 2024)
- Using Basic Formulas and Functions in Microsoft Excel (Jan 2024)
- How to create Social Media graphics in Canva (Jan 2024)