



SKILL

Languages: Java, C, C++, JavaScript, ReactJS, HTML5, CSS, Python

Tools: Git/GitHub, Visual Studio, Figma, Canva

EDUCATION

2022 - 2026 **Guru Gobind Singh Indraprastha University, Delhi** B.Tech.
Bachelor of Technology in Computer Science Engineering | CGPA: 8.06

Coursework

Data Structures and Algorithms in C++, Computational Methods, Object Oriented Programming, C++ Programming Language, Operating System, HTML, CSS, JAVASCRIPT

PROJECTS

Technology **Pac-Man Game** github_link

- Developed a **2D Pac-Man game** in **Java** with **interactive gameplay**.
- Features include :
 - Three lives** per player, with the game restarting upon losing all lives.
 - Point tracking system** as Pac-Man consumes food items.
- Improved proficiency in **Java Swing** and **game mechanics programming**.

Technology **Currency Converter** github_link

- Built a **real-time currency converter** using **React**.
- Utilized current exchange rates to provide accurate conversions between multiple currencies.
- Demonstrated expertise in **API integration**, **React state management**, and **frontend design**.

Technology **Calculator** github_link

- Developed a **functional calculator** with dark mode using **HTML**, **CSS**, and **JavaScript**.
- Focused on **user-centric design** and seamless frontend performance.

TRAINING

Java Programming

- Completed a comprehensive training program at **BrainMentors**, led by **Amit Srivastava**.
- Gained proficiency in **Data Structures and Algorithms (DSA)** in **Java** and **Java development**.

ACHIEVEMENTS

- Qualified Internal Round of Smart India Hackathon (SIH).**
- Consistently solving problems on LeetCode** to strengthen algorithmic skills.