



ABOUT ME

As a 3rd year Computer Science Engineering student, I am deeply passionate about the dynamic world of technology and its potential to drive innovation. My goal is to contribute to cutting-edge projects that harness the power of technology to create user-centric solutions. I am a dedicated learner, always eager to explore new technologies and stay up-to-date with industry trends. Moreover, I am dedicated to promoting an environment that welcomes individuals from all backgrounds.

EDUCATION

Chitkara University

Bachelors in Computer Science Engineering
2021-2025

Sacred Heart Convent School

12th CBSE

2020-2021

Grade - 95.80%

Sacred Heart Convent School

10th CBSE

2018-2019

Grade - 92.80%

SKILLS

- Core Java
- HTML
- CSS
- Javascript
- DBMS

CERTIFICATIONS

- Machine Learning Using Python (INFOSYS)
- Introduction To R (INFOSYS)
- Next Gen Technologies (INFOSYS)
- Certified Secure Web Development (SLYTHERIN)
- Introduction of C++ (CODING NINJAS)
- Introduction to Python (CODING NINJAS)
- Introduction To Cybersecurity (CISCO)

WORK EXPERIENCE

Web Development

Bharat Intern | Sep 2023 - Oct 2023

- Temperature Converter

Created a responsive temperature converter using HTML, CSS, and JavaScript.

Implemented a user-friendly interface with input fields for the temperature and unit, as well as a display for the converted temperature.

Used JavaScript to perform the temperature conversion calculations and update the display accordingly.

- Netflix Clone

Created a clone of the Netflix landing page using HTML and CSS.

Replicated the visual layout and design of the original Netflix landing page, including the header, navigation, featured content, and footer sections.

Used CSS to style the elements of the page and achieve the desired visual effect.

PROJECTS

- SNAKE GAME APP

Developed a Snake Game App using React, where the game ends when the snake collides with itself or the walls. The snake's length increases by 1 and speed by 20 when it eats the food.

To play the game, the user uses the arrow keys to move the snake around the board. The goal of the game is to eat as much food as possible without colliding with the walls or itself. The game ends when the snake collides with itself or the walls.