

Medha Jani

Software Engineering Intern

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SUMMARY

Software Engineering graduate student experienced in **full-stack development**, including **client-side UI**, **server-side logic**, and **API-driven applications**, with practical exposure to **cloud platforms**, **databases**, and **version control systems**.

SKILLS

Programming Languages HTML5, CSS3, JavaScript, C++, C, Python, React-Js, Next-Js, Express-Js, Node-Js, Java

Databases MongoDB, Firebase

Tools Figma, Adobe-XD, VSCode, Jupyter Notebook, Android Studio, Power-BI

Soft Skills Collaboration and Teamwork, Critical Thinking and Problem Solving, Responsible and Reliable, Strong Verbal Communication Skills, Consistent

Languages English

EDUCATION

Masters in Computer Science, University of North Carolina at Charlotte

Aug '25 — Present
Charlotte, USA

- Pursuing Masters in Computer Science from University of North Carolina at Charlotte, North Carolina

Bachelor of Engineering in Computer Science, Vidush Somany Institute of Technology and

Research (GPA: 8.10)

Oct '21 — May '25
Gandhinagar, India

- Bachelor of Engineering in Computer Science and Engineering from Vidush Somany Institute of Technology and Research, Gandhinagar, India, CGPA: 8.10

PROJECTS

Weather Application - Android [Link](#)

Oct '25 — Oct '25

- Built a multi-screen Android weather app using OkHttp to fetch real-time current and forecast weather data from OpenWeatherMap APIs in JSON (imperial units).
- Designed models for weather & forecast data and displayed dynamic weather information with icons using Picasso, RecyclerView, and fragment navigation.
- Designed multi-screen navigation using **Fragments and Bundles**, handling asynchronous network calls and error states gracefully.

Real-Time Multiplayer UNO-Game [Link](#)

Dec '25 — Dec '25

- Developed a **real-time multiplayer UNO game** using **Python** for the backend and **HTML, CSS, and JavaScript** for the frontend, utilizing **WebSockets** to enable low-latency, bidirectional communication and seamless turn-based gameplay.
- Designed and implemented **room-based matchmaking and game session management**, allowing players to create private rooms and join using unique room IDs, with **server-side validation** to enforce turn order, disable card interactions for non-active players, and maintain fair gameplay.
- Implemented the **complete UNO game engine**, including Wild, Reverse, Skip, Draw Two, and Draw Four card logic, automated card drawing when no valid moves are available, and **synchronized game state management** (deck, player hands, turns) across all connected clients.

Wellness Tracker App - Android

- Designed a wellness logging system using the Room persistence library to store sleep, exercise, and weight metrics with full CRUD operations.
- Built Add Log, View Logs, and Metrics Selection fragments featuring DatePicker dialogs, selectable lists, and validation logic.
- Created a visualization dashboard with multiple line charts to display wellness trends retrieved from the local Room database.

Forums Application [Link](#)

- Designed and developed a **real-time Android Forums application** using **Java, Firebase Authentication, and Cloud Firestore** with scalable data modeling.
- Implemented **fragment-based architecture**, **RecyclerViews**, and **role-based UI logic** with atomic Firestore updates.
- Integrated **CRUD operations**, input validation, and role-based UI controls, following **clean code practices** and **version control with Git**.

Sakhi [Link](#)

- Built a **scalable full-stack MERN e-commerce platform** with role-based authentication (JWT), RESTful APIs, advanced search/filtering, cart, wishlist, and order management using **React/Next.js, Node.js, Express, and MongoDB**.
- Integrated **Python-based AI systems**, including an **intelligent chatbot for user assistance** and a **personalized recommendation engine**, enhancing user engagement through data-driven product suggestions.

Participations and Projects

- MERN Stack Workshop participation and project work.
- **Natural Language Processing** by NPTEL
- Mobile Application Development, UNCC
- Data Structures and Algorithms, UNCC
- Visual Analytics, UNCC