# Medha Jani

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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, SQL, MySQL
**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 (GPA: 3.33)    Aug '25 — Present
- Pursuing master's and majoring in systems and networks.    Charlotte, USA
  Courses like Computer Comm & Networks, Database Systems, Software Syst Design & Implementation, Visual Analytics, Algorithm & Data Structures and Mobile Application Development.

**Bachelor of Engineering in Computer Science**, Vidush Somany Institute of Technology and    Oct '21 — May '25
Research (GPA: 8.10)    Gandhinagar, India
- Completed bachelor's with some important courses like Theory of Computation, Foundations of AI/ML, Data Science using Python, DSA, IoT and NLP.

## 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**
- HackSVIT, HackNUThon,5.0, SIH2024