



Meet Soneji

Passionate Java Developer with a Drive for Excellence

My Contact

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📍 Kolkata

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Hard Skill

- Java Programming
- Data Structure and Algorithms in Java & C
- C programming
- Database Management
- C++
- Python Programming
- HTML
- CSS

Soft Skill

- Communication
- Multi-tasking
- Content Writing
- Leadership
- Collaborative
- Multi-Linguistics (English, Hindi, Gujarati, Bengali,)
- Time Management

Education Background

B.Tech Computer Science & Engg

Kalinga Institute of Industrial Technology, Bhubaneswar

2021-Present CGPA: 8.87

ISC

St. Joseph's College, Kolkata

2019-2021 Percentage: 92

ICSE

St. Joseph's College, Kolkata

2007-2019 Percentage: 92

About Me

Highly motivated and enthusiastic individual with a passion for Java development. Eager to leverage my strong foundation in Java programming and desire to continuously learn and enhance my skills in order to contribute to the development of innovative and robust software solutions. Possessing a solid understanding of object-oriented programming principles, data structures, and algorithms, I am committed to delivering high-quality code and collaborating effectively in a team environment. With a keen eye for detail and a problem-solving mindset, I am dedicated to creating efficient and scalable Java applications that meet client requirements. Excited to embark on a challenging career path in Java development to contribute to the advancement of technology and make a positive impact in the industry.

Projects

Task Manager (2023)

Developed a Task Manager application using Java, showcasing proficiency in Java programming and file handling. The Task Manager allows users to add tasks and view the existing tasks in a user-friendly interface.

<https://github.com/MeetSoneji/Task-Manager>

Hangman (2023)

Developed a captivating Hangman game using Java, showcasing strong programming skills, logic implementation, and user interaction. The Hangman game provides an entertaining word guessing experience where players attempt to uncover a randomly selected word within a limited number of attempts.

<https://github.com/MeetSoneji/Hangman>

Tic-Tac-Toe (2022)

Developed a dynamic Tic-Tac-Toe game using Java, showcasing strong programming skills, logical thinking, and user interaction. The game provides a classic experience where two players compete to create a winning pattern on a 3x3 grid.

<https://github.com/MeetSoneji/Tic-Tac-Toe/tree/main>