

MONIKA BIRLA

+91-6262162291 monika12345birla@gmail.com Monika Birla Monika Birla

Education

Sage University, Indore

Master Of Computer Application(MCA)

Aug. 2023 – Present

CGPA: 7.6 (till second sem.)

Shree Rewa Gurjar Bal Niketan College, Sanawad

DAVV BSC(CS)

2020 - 2023

Percentage: 72.0

Girls School, Sanawad

MPBSE 12th

2018 - 2020

Percentage: 79.6

Relevant Coursework

- Data Structure and Algorithm
- Database Management System
- Operating System
- Cloud Computing

Experience

Software Development Intern - Java Full Stack

14 Aug 2023 – 14 Feb 2024

Amstech Group Of Companies

Indore, MP

- During the Java full stack internship at Amstech, I honed problem-solving abilities by applying Java and Data Structures and Algorithms (DSA) concepts in real-world scenarios.
- I gained hands-on experience in crafting intuitive user interfaces (UI) for enhanced user engagement.
- I developed dynamic web applications using Servlets, JSP, and Angular, building modern, responsive applications to meet evolving user and business needs.

Intern - Java Programming

20 June 2024 - 20 July 2024

Codsoft

Kolkata, West Bengal, India

- Completed a dynamic 4-week internship in Java programming, working on projects including:
- Number System Converter, enhancing data manipulation and algorithmic skills.
- Student Management System for efficient administrative tasks.
- Currency Converter, Student Grade Calculator, and ATM Interface, integrating real-time data handling and secure transactions.

Projects

Static Website | HTML, CSS , Bootstrap

December 2023

- Created a static website showcasing my village's cultural heritage
- Implemented a visually appealing and responsive website, ensuring seamless viewing across various devices and screen sizes.
- Incorporated Bootstrap's pre-built components and CSS styling to enhance the website's aesthetics and user experience effectively.

Text Analysis Toolkit| DSA, Map

January 2024

- Implemented methods for reading, cleaning, and preprocessing text data.
- Used ArrayList, TreeSet, and TreeMap for efficient word and character frequency analysis.
- Developed algorithms to sort and retrieve top/bottom N words and characters by frequency.

Number Game| Java

June 2024

- Developed Java Number Guessing Game using Random and Scanner for number generation and input.
- Implemented validation to ensure guesses within 1-100, enhancing program reliability.
- Designed flexible game loop for multiple rounds, tracking rounds and offering replay or termination options.

Technical Skills

Languages: JAVA, HTML/CSS/BOOTSTRAP, JDBC, SERVLET, JSP, ANGULAR, DB, DSA

Developer Tools: VS Code, Eclipse, Netbeans