NANDINI SHARMA

+91 8533962126 | nandinibhardwaj306@gmail.com |www.linkedin.com/in/nandini-sharma-345333249 | github.com/Nandini056

EDUCATION

• **Banasthali Vidyapith, Rajasthan** , India **CGPA:9.11**
B.Tech(Information Technology),2025
Coursework: Data Structure, Design, and Analysis of Algorithms, Operating System, DBMS ,System Programming ,Software Engineering

PROJECTS

• Assistify (In Progress)
- Virtual Assistant App : Developing "Assistify," a mobile app serving as a virtual assistant, integrating speech recognition for user interaction and leveraging OpenAI's ChatGPT and DALL-E models for intelligent responses and image generation.
- Speech Recognition Integration : Incorporating speech-to-text functionality using Flutter's `speech_to_text` package, enabling users to interact with the virtual assistant through voice commands.
- AI-Powered Assistance : Utilizing OpenAI's ChatGPT and DALL-E models to provide intelligent responses and generate AI images based on user input within the app.
- User Interface Design : Designing an intuitive user interface adhering to Material Design principles, ensuring an engaging and visually appealing experience for users.
- Error Handling & Quota Management: Implementing robust error handling to manage exceptions, including quota exceeded errors, and providing informative feedback to users for uninterrupted service.

• Mausam
- Flutter Weather App : Developed a Flutter-based mobile application for displaying weather information.
- Key Features : Utilizes APIs to fetch weather data based on the user's location or a specified city name. Implements responsive UI design and animations to display current weather conditions.
- Technologies Used : Utilizes Flutter framework and external packages such as Geolocator and HTTP for fetching weather data.
- Location-based Weather : Retrieves the user's current location to provide accurate weather information. Includes animations based on weather conditions such as sunny, cloudy, rain, and thunderstorms.
- Dynamic UI : Displays dynamic content such as city name, current temperature, day and time, and greeting message based on the time of day.

.**• BrewBite**
- Flutter Coffee App : Developed a Flutter-based mobile application for coffee ordering.
- Key Features : Includes UI design, state management, navigation, and payment processing.
- Technologies Used : Utilized Flutter framework and Provider package for state management.
- Responsive Design : Implemented responsive UI design for consistent user experience.
- User Interaction : Allows browsing coffee options, adding items to cart, and processing payments with intuitive navigation.

• Bliss Berry

- Grocery Shopping App Development: Developed a mobile application using Flutter framework for grocery shopping, facilitating users to browse and purchase fresh items conveniently from their smartphones.
- User-Friendly Interface: Designed an intuitive user interface with features like categorized display of products, seamless navigation, and visually appealing layouts to enhance user experience.
- State Management with Provider Package: Implemented state management using the Provider package, ensuring efficient data flow and synchronization between different components of the application, such as the shopping cart and product listings.
- Dynamic Cart Functionality: Integrated dynamic cart functionality allowing users to add and remove items from their shopping cart, with real-time updates on total price calculation, providing a smooth shopping experience.
- Responsive Design: Ensured responsiveness across various device sizes, maintaining consistency in layout and functionality to cater to a diverse user base, enhancing accessibility and usability of the application.

• Pacman(Game)

- Pacman Game: Developed a Pacman game using Flutter, allowing users to control the iconic character within a grid-based environment.
- Dynamic Gameplay: Implemented touch and swipe gestures for user interaction, enabling players to move Pacman in different directions across the grid to collect points while avoiding barriers.
- Real-time Updates: Utilized timers to update the game state periodically, providing smooth movement animations and interactions between Pacman, food pellets, and barriers.
- Custom Widgets: Created custom widgets such as `MyPath`, `MyPixel`, and `MyPlayer` to represent the game elements like paths, pixels, and the Pacman character, enhancing visual aesthetics and gameplay experience.
- Score Tracking: Implemented a score tracking feature displayed on the screen, allowing players to monitor.

• To-Do List Application

-Task Management: Users can add, view, and delete tasks. Each task can have details like title, description, due date, and priority level.
-Local Storage: The application uses local storage to save data. This means all the tasks created by the user are stored on the device itself. This could be implemented using SQLite database or Shared Preferences in Android.
-User Interface: The application has an intuitive and user-friendly interface. It uses Activities and Fragments to display different screens to the user. The design of the application follows Material Design principles.

• Gym Mangement

Developed a comprehensive Gym Management application using Java in the NetBeans IDE. The application efficiently manages gym operations with features for member management, including insertion, deletion, searching, updating, and display of member data. Leveraged Java Database Connectivity (JDBC) API for database integration, ensuring robust data storage and retrieval. The application significantly improved the efficiency of gym operations by providing an intuitive

interface for staff to manage member information and gym resources. This project demonstrated strong skills in Java programming, database management, and software development using an IDE.

.**• Pharmacy Management System**
Developed a robust Pharmacy Management application using Java in the NetBeans IDE.
The application streamlines pharmacy operations with features for managing medication inventory, including insertion, deletion, searching, updating, and display of medication data. Utilized Java Database Connectivity (JDBC) API for seamless database integration, ensuring reliable data storage and retrieval.
The application significantly enhanced the efficiency of pharmacy operations by providing an intuitive interface for staff to manage medication information and pharmacy resources. This project demonstrated strong skills in Java programming, database management, and software development using an IDE.

TECHNICAL SKILLS

- Languages: C++,Java, Dart.
- Database: MySQL.
- Developer Tools: Android studio, Figma, IntelliJ, VS Code, Flutter.

SOFT SKILLS

- Leadership
- Creative
- Team Work
- Critical Thinking
- Positive Attitude