Priyanshu Dhrangdhariya

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in Priyanshu Dhrangdhariya

SUMMARY

- Enthusiastic and detail-oriented BCA student with hands-on experience in web development and software engineering. Proficient in Java, Spring Boot and database management. Adept at problem-solving, with a proven track record in building user-friendly applications. Strong team player with leadership experience and a quick learner, eager to leverage technical skills and passion for coding to contribute to innovative projects.

EDUCATION

- **GLS University**   *June 2022 - July 2025**
  Bachelor of Computer Applications   CGPA: **8.10**

PROJECTS

- **Ecommerce Website** [Github Link](#)
  Spring-boot | ReactJS

  – Developed the backend using **Spring MVC**, managing client requests, allowing users to add, delete, and update products in their cart.
  – Implemented user authentication and authorization using **Spring Security**, along with **Cross-Origin Resource Sharing (CORS)** for secure interactions between client and server.
  – Integrated a search functionality, enabling users to search for products efficiently.
  – Utilized **Hibernate ORM and JPA** for database interactions, ensuring seamless data management.
  – Built **RESTful APIs** that return proper status codes, improving error handling and response clarity between the frontend and backend.
  – Implemented image management functionality, allowing clients to upload and update product images..

- **Rock Paper Scisscor** [Github Link](#)
  JavaScript | Html

  – Developed a website for the popular game "Rock, Paper, Scissors" where a player competes against the computer.
  – Implemented a **scoring system** that tracks scores across multiple rounds, with an attractive and user-friendly UI.
  – Added random decision-making for the computer opponent to ensure unpredictable gameplay, enhancing the user experience.

- **Tik Tac Toe** [Github Link](#)
  JavaScript | Html

  – Developed a web-based version of the classic game "Tic Tac Toe," where two players compete against each other.
  – Implemented game logic to detect winning conditions, ties, and reset functionality.
  – Dynamic **DOM manipulation** for real-time updates, enhancing the game's responsiveness and interactivity.

TECHNICAL SKILLS AND INTERESTS

– **Languages**: Proficient in Spring Framework, Java, C++, Javascript, Shellscript, SQL.
– **Web Development** : HTML, CSS.
– **Databases**: MySQL.
– **Helpful Tools**: VS Code, Git, Github .
– **Relevant Coursework**: Data Structures, Object Oriented Programming, Data Communication and Networks, Database Management Systems, Operating Systems.

ACHIEVEMENTS AND AWARDS

– Solved **100+** algorithmic problems on various platforms such as LeetCode.
– Secured **1st Rank** in **District Level** Chess Tournament.
– District Level **Cricket player**.

POSITIONS OF RESPONSIBILITY

– **Group Captain - Saint Thomas School** Junior Leader   *June 2017 - July 2018*
  * Guided my team by resolving issues and providing support whenever needed, ensuring smooth collaboration and productivity.
  * Offered hands-on help with different tasks, from academic work to organizing events.
  * Facilitated effective communication and coordination among team members, ensuring smooth progress on group activities and projects.