Rahul Lalwani

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📖 RESUME SUMMARY

I am a diligent developer proficient in JavaScript, Java, and front-end technologies. Passionate about creating user-friendly applications like weather forecast web apps and interactive games. Committed to continuous learning and enhancing user experiences through innovative solutions. Strong foundation in OOP and modern front-end development.

☰ PERSONAL DETAILS

Current Location	Ajmer
Date of birth	May 3, 2004
Gender	Male

🎓 EDUCATION

Graduation	BCA (Computers) Maharishi Dayanand Saraswati University (MDSU), Ajmer with Score 6.7%
Class XII	Rajasthan with 74% in 2023
Class X	Rajasthan with 82% in 2021

📦 INTERNSHIPS AND PROJECTS

Projects

Weather App (Duration May 2025 - May 2025)
Weather Forecast Web App — JavaScript, OpenWeatherMap API Technologies: HTML5, CSS3, JavaScript (ES6+), Bootstrap, OpenWeatherMap API Developed a responsive web application that fetches real-time weather data using the OpenWeatherMap API. Utilized JavaScript with async/await for seamless asynchronous API integration. Displayed key weather information including temperature, humidity, wind speed, and overall conditions. Designed an interactive and user-friendly UI with expandable sections like 'About' and 'Wind' for additional insights. Applied Bootstrap for responsive layout and styling across devices. Strengthened understanding of REST APIs, asynchronous programming, and modern front-end development practices
Skills used - Javascript,HTML,Html/Css,Bootstrap CSS Framework,Rest API Javascript

Java 2d Game (Duration February 2025 - February 2025)
2D Arcade-Style Game — Java Swing & AWT Technologies: Java, Swing, AWT, OOP Designed and developed a 2D arcade-style game using Java's Swing and AWT libraries to create a smooth graphical interface. Implemented responsive keyboard controls for player movement and dynamic enemy behaviors for engaging gameplay. Developed a custom collision detection system to handle interactions between player, enemies, and environment. Integrated sound effects for actions like hits and game-over using Java's audio APIs. Created custom graphics and frame-based animations to enhance user experience and game aesthetics. Applied object-oriented programming principles to maintain modular, scalable code.
Skills used - Java,AWT

Habit Tracker (Duration January 2025 - January 2025)
Developed a Habit Tracker desktop application with both GUI and CLI modes for tracking daily habits and streaks. Implemented customizable UI themes, including color changes for buttons, text, frames, and the ability to add fun stickers. Enabled visual progress tracking with progress bars for current and longest habit streaks. Ensured data persistence using local text files to retain user data across sessions. Focused on user engagement through personalization, clean design, and interactive visuals. Strengthened skills in Java Swing, GUI layout management, and file I/O operations.
Skills used - Java,Java Development,Core Java Programming,Error Handling,OOPS

✂ SKILLS AND ACHIEVEMENTS

Skills	Javascript,HTML and CSS,C++,Java,SQL,Python
Language	English (Both), Hindi (Both)