

Sakshi Sharma

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EDUCATION

Institute Of Technology And Management (Computer Science)

Bachelor's of Technology

CGPA-8.3/10.00

Gida, Gorakhpur

October 2021 – July 2025

DIVINE PUBLIC SCHOOL

Senior Secondary School

Class 12-83.8 %

Gorakhpur, UP

April 2019 – May 2021

TECHNICAL SKILLS

Languages: C, C++, Python, SQL, HTML, CSS, JavaScript

Frameworks:: ReactJS, Node.js, Express.js, Flask

Additional: MongoDB, Rest APIs, Firebase

Major Courseworks: Object-Oriented Programming(T/L), Database Management System(T/L), Operating System(T/L), Data Communication and Network

PROJECTS

Book-Store | MongoDB, Express.js, ReactJs, Node.js

[Link](#)

- Developed Interactive User Interface: Implemented a responsive and visually appealing user interface using React, enhancing user experience with seamless navigation
- Integrated Book Data: Connected to MongoDB to display a curated collection of books, utilizing Express.js and Node.js to fetch and display book details dynamically, ensuring fast and reliable data retrieval.
- Implemented Client-Side Routing: Utilized React Router for client-side routing, allowing users to smoothly transition between different sections of the website.

Tomato | ReactJs, MongoDB, Express.js, Node.js, Stripe

[Link](#)

- Developed Tomato , a full-stack food delivery platform using the MERN stack (MongoDB, Express JS, React JS, Node JS), ensuring efficient data management and a responsive user interface.
- Integrated Stripe for secure payment processing, enabling seamless transactions and enhancing user trust and experience.
- Implemented robust user authentication and order tracking features, providing a personalized and secure experience for customers while streamlining the order management process.

SnakeMania | HTML, CSS and JavaScript

[Link](#)

- Designed and developed a classic snake game using HTML, CSS, and JavaScript, played in Browser using inputs from keyboard.
- It also stores the score and highest score in the local storage.
- Implemented game mechanics such as collision detection, score tracking, enhancing player engagement and challenge.

EXTRA-CURRICULAR ACTIVITIES

Organized College WebStack Competition :

- Achieved a **40 %** increase in participant turnout compared to the previous year, totaling 120 participants.
- Increased event engagement through targeted social media campaigns, resulting in a **25 %** rise in online registrations