Sanket Bhangale

Little Rock, AR | (501)-257-7499 | LinkedIn | sbhangale@ualr.edu | GitHub

OBJECTIVE

To enhance my educational strength, to practice my knowledge, to display my management & technical skills, and to learn & grow as a competitive employee. I have experience in different programming languages. I have done several projects in different computer languages.

EDUCATION

University Of Arkansas | Bachelor's of Science, Computer Science

Little Rock, AR | 01/23 - Current

- GPA: 4.00/4.00
- Chancellor's List (Spring 2023, Fall 2023)
- Dean's List (Spring 2023, Fall 2023)

Queen Of Angels' Convent Higher Secondary School

Bharuch, GJ(India) | 06/2015 - 05/2022

Class 12th Percentage: 91.4%Class 10th Percentage: 92.16%

SKILLS

• Software Tools Excel, Word, Google Docs, Technical Skills: Strong

Powerpoint

• Programming Languages HTML, CSS, Java, C++, Programming Skills: Advanced

JavaScript

• Thinking Skills Attention to details, analytical and Ability: Advanced

problem solving, critical thinking

and analysis

• Communication Written and oral communication: Fluency: Strong

English, Hindi, Gujarati, Marathi

EXPERIENCE

I've got hands-on experience with HTML, CSS, JavaScript, C++, and Java. I've built a SpaceX website project from scratch using HTML, CSS, and JavaScript, where I focused on creating a dynamic and visually appealing user interface. Additionally, I've developed a Super Mario Bros game clone using C++ and SDL 2 libraries, paying close attention to implementing S.O.L.I.D principles to ensure clean and maintainable code. In Java, I'm well-versed in Object-Oriented Programming concepts like inheritance and encapsulation, and I've applied these skills in various projects. I'm also proficient in handling exceptions, optimizing code with loops, and crafting logical flows with conditional statements.

SpaceX Project