

SANKET GHORPADE

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EDUCATION

SIDDHANT COLLEGE OF ENGINEERING

BENG IN INFORMATION TECHNOLOGY
Pune, India
Cum. GPA: 8.65
Jan 2020-Present

SIDDHANT COLLEGE OF ENGINEERING

DIPLOMA IN COMPUTER ENGINEERING
Pune, India | Percentage : 64
Jun 2014- Jun 2019

M.K.S.S.S PUNE UNIVERSITY SSC

Pune, India | PERCENTAGE: 63

COURSEWORK

GRADUATE

Programing for Everybody (Getting Started with Python)
Core Java
Full Stack Web Development using React
Data Structure and Algorithm
Specialization
Object Oriented Programming in Java

SKILLS

PROGRAMMING

C/ C++
Java
Python
HTML
CSS

TOOL

Keras
Intellij Idea
OpenCV
TensorFlow
Visual Studio Code

ACHIEVEMENTS

Earn Google Cloud Qwiklabs Badge and Swags in Google Cloud Ready Facilitator Program 2021.
Earn Microsoft Azure Badge and Swags in Microsoft Azure Developer 2021.

EXPERIENCE

FIVERR | FREELANCE WEB DEVELOPER

Aug 2021 – Dec 2021 | Remote, India

- Coded websites using HTML, CSS, JavaScript, and jQuery languages.
- Discussed site and app requirements with clients to produce actionable development plans.

ACCIOJOB | FULL STACK DEVELOPER TRAINEE

Sep 2022 – Present | Remote, India

- Hands on practicing on differnt methods and frameworks in Java.
- Learning new emerging technologies and took initiative to offer technical direction and creative solutions.
- Learned DSA Java Swings and AWT and SQL and got prepared for MNC's interviews.

PROJECT

TEXT EDITOR

Feb 2023 – Feb 2023 | Remote, MH

- Developed application using Java Swing and AWT with IntelliJ idea as an IDE.
- The application is an clone of Notepad where it has common functions used i.e. New, Open, Save, Print, Cut, Copy, Paste and Exit.
- To create a simple text editor in Java Swing I have use a JTextArea, a JMenuBar and add JMenu to it and we will add JMenuItem.
- All the menu items will have ActionListener to detect any action

SNAKE GAME

Feb 2023 – Feb 2023 | Remote, MH

- Snake is an older classic video game. It was first created in late 70s. Later it was brought to PCs.
- The snake is controlled with the cursor keys. Initially, the snake has three joints.
- The objective is to eat as many apples as possible. Each time the snake eats an apple its body grows. The snake must avoid the walls and its own body.
- If the game is finished, the "Game Over" message is displayed in the middle of the board.

HOBBY AND INTEREST

Listening Old Bollywood Songs.
Reading Science Fiction Books
Listening Podcasts
Watching Movies and Web Series
Cooking Food with my Mom

PERSONAL WEBSITE

GITHUB

<https://github.com/SankyGhorpade>

WEBSITE

<https://sanket-portfolio-f1999.netlify.app/>