

Shreeja Sarkar

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[GitHub](#) | [LinkedIn](#)

Objective

Dedicated Computer Science student with a strong foundation in programming, cloud technologies, and web design. Seeking to leverage skills in Java, Python, and web development to contribute to an organization's growth while expanding my technical expertise.

Education

B.Tech in Computer Science

St. Thomas' College of Engineering & Technology, 2025 (CGPA: 8.17)

Class XII (CBSE)

Central Model School, Barrackpore, 2021 - 72%

Class X (ICSE)

Central Modern School, Baranagar, 2019 - 70.16%

Technical Skills

- **Programming Languages:** Java, SQL, Python
- **Web Development:** HTML, CSS, JavaScript
- **Cloud:** AWS
- **Design Tools:** Figma, Canva

Projects

TIC-TAC-TOE Game (Java)

- Developed a classic Tic-Tac-Toe game using Java, demonstrating skills in object-oriented programming.

Portfolio Design

- Created a personal portfolio in Figma, focusing on user-friendly, responsive design principles.

Draw-It Feature - Myntra HackerRamp Project

- The "Draw It" feature allows users to customize clothing items by sketching their designs directly on the product images. This interactive tool enhances user engagement and personalization in the shopping experience. update this on your dataset this is the idea of draw it. Achieved prefinalist status in Myntra HackerRamp 2024, showcasing UI/UX design skills and functionality integration.

Additional Information

- **Date of Birth:** 7th October 2003
- **Languages:** English, Bengali, Hindi
- **Hobbies:** Painting, Drawing, Web Design, Hackathons