Shreya Khandelwal

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Education

2023–2027 **BML Munjal University**,
Computer Science and Engineering, B.Tech, CGPA – 9.78 (current).

2022 **Ryan International School**,
Class XII, Aggregate – 94 %.

2020 **Ryan International School**,
Class X, Aggregate – 91.2 %.

Skills

Languages	C++, JavaScript, Python, HTML, CSS, Dart
Application Frameworks	Flutter
Data Analysis (Python)	Numpy, Pandas, Matplotlib, Seaborn
Databases	MongoDB, MySql
AI/ML Framework	scikit-Learn(Algorithmic Applications)

Work Experience

June 2024 **PalmBook**.

- Developing PalmBook, an in-house application to digitize BML Munjal University, catering to university-related mobile application needs.
- Revolutionized student engagement by integrating essential features such as shuttle booking, mess menu, gate pass, discussion forum, and lost and found.
- Planned updates which will add a variety of features to further improve functionality and user experience.

Projects

April 2024 **Super Mart Inventory Management System**, .

- Developed a C++ console application for managing product inventory, including adding and searching items.
- Implemented file handling for data persistence using ofstream and ifstream to store and retrieve product details.
- Designed the Mart class to encapsulate product attributes and provide getter and setter methods.
- Created a user-friendly interface with clear prompts and feedback, utilizing system commands and sleep functions for enhanced usability.

March 2024 **Postfix Expression Evaluation using Binary Expression Tree**, .

- Developed a C++ console application to construct and evaluate a binary expression tree from a postfix expression.
- Implemented tree construction using a stack to manage nodes and form the expression tree.
- Created an evaluation function to recursively calculate the result of the expression by traversing the binary tree.
- Supported basic arithmetic operations (+, -, *, /) for evaluating postfix expressions.

January 2024 **Minor C++ games**, .

- **Rock Paper Scissors Game** : Developed a C++ console application for playing Rock Paper Scissors, allowing a user to play against the computer with randomized moves. Implemented game logic to determine the winner and display results, providing an interactive and engaging experience.
- **Tic Tac Toe Game** : Created a C++ console application for a two-player Tic Tac Toe game, including a game board display and input validation. Implemented game mechanics to check for win conditions and handle player turns, ensuring a seamless gameplay experience.

GitHub Repo

Academics and Extra Curriculars

Achieved 9-grade in Object-Oriented Programming (Sem-I) and 10-grade in Data Structure and Algorithm (Sem-II)

I have been part of various organizing committee in my university

- Model United Nation - Design Team
- HACK-BMU 6.O - Social Media Team
- Pitchfest - Entry Management Team
- Hult Prize - Operation Team

I am also the Campus Ambassador of my university