SUNIDHI B

CONTACT

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EDUCATION

- **BMS INSTITUTE OF TECHNOLOGY AND MANAGEMENT**

STUDYING BACHELOR OF TECHNOLOGY IN COMPUTER SCIENCE AND ENGINEERING, 3RD YEAR (EXPECTED GRADUATION: [2026])

- CGPA (current) : 9.30 / 10

SKILLS

- Programming Languages: C, Java, Python, C++ and C# (basics)
- Web Development: HTML, CSS, JavaScript
- Databases: SQL, PHP
- Algorithms and Data Structures: DSA concepts
- Tools and Technologies: Machine Learning, Artificial Intelligence (basic level)

LANGUAGES

- English (Fluent)
- Hindi (Fluent)
- Kannada (Fluent)

PROFILE

Aspiring Computer Science and Engineering student with good programming skills and a passion for web and game development. Seeking opportunities to apply my skills and knowledge in a challenging and growth-oriented environment.
A travel enthusiast, always striving to learn about new culture and explore the world. An avid reader, enhancing creativity and critical thinking skills.
Personal Attributes:

- Quick learner with the ability to adapt to new technologies and concepts.
- Strong team player with excellent collaboration skills.
- Passionate about web and game development.

PROJECTS

Search Engine Development

- Developed a search engine using DSA concepts under the guidance of a mentor.
- Gained hands-on experience with data structures and algorithms.

Task Manager Application

- Created a Task Manager application using Java.
- Implemented features for task tracking and management.

Disaster Management System

- Developed a Disaster Management System using the Multiple Knapsack algorithm and Kruskal's algorithm.
- Built a functional website.

Water Supply Management System | Hack'ndore Hackathon, Indore Municipal Corporation | July 2024

- Team "Innova Sphere": Selected among the top 80 teams from 500 registrations.
- Project Overview: Developed a website to monitor and detect water leakages using real-time data and chatbot integration.
- Technologies Used: HTML, CSS, JavaScript
- Impact: Provided a scalable solution for municipal water management, gaining recognition from industry leaders and government officials.

Project: Dragon Spawning

- Created and implemented a dragon spawning feature in AR/VR applications using Unity and Vuforia
- Developed interactive behaviors and animations for realistic dragon appearance.

Internships :

Unity AR/VR Developer Intern
EBTS Organization
Duration: 1 Month

- Created AR/VR applications using Unity.
- Worked on 3D asset optimization and interactive scripting.
- Improved skills in Unity, C#, and XR development.