

CAREER OBJECTIVE

Motivated Flutter developer with a strong foundation in Dart and mobile UI design. Looking to join a forward-thinking team where I can contribute to building efficient, scalable apps and grow as a developer through real-world challenges.

EDUCATION

B.Tech, Computer Science & Engineering CMR Engineering College CGPA: 8.90/10	2022 - 2026
Senior Secondary (XII), CBSE Science Bhavans Sri Ramakrishna Vidlaya Percentage: 79.20%	2022
Secondary (X), CBSE St Michael'S School, Secunderabad Percentage: 84.00%	2020

PORTFOLIO

[Portfolio link ↗](#)

PROJECTS

[Personal Portfolio Website – React.js + Vite ↗](#)

Jul 2025

Designed and developed a modern, minimal portfolio website using React.js and Vite to showcase projects, skills, and contact information. Focused on a clean black-and-white theme with smooth transitions, responsive design, and Gen-Z-friendly aesthetics. Implemented modular components for About, Education, Projects, Tech Stack, and a working contact form using EmailJS. Deployed the site via Vercel with a custom domain for a professional online presence.

[Attendance Management System ↗](#)

Jan 2025 - Feb 2025

Dhondi App UI Clone (Flutter)

- Recreated the UI of my college’s attendance app (Dhondi) using Flutter, inspired by my own low attendance experience.
- Designed clean, responsive screens replicating key features like subject-wise attendance and dashboard views.
- Focused purely on frontend; didn’t have backend access but used the project to sharpen my UI skills.
- Sparked my interest in backend development — planning to build the full version soon!

[Flappy Bird Game ↗](#)

Mar 2025

Flappy Bird Clone (Flutter + Flame Engine)

- Developed a Flappy Bird-style side-scroller game from scratch using Flutter and the Flame game engine.
- Implemented core game mechanics like gravity, collision detection, obstacle spawning, and score tracking.
- Used Flame’s game loop, sprite rendering, and component system for smooth performance and responsiveness.
- Focused on optimizing game physics and UI for a seamless mobile gameplay experience.

[Restaurant Menu Application ↗](#)

Feb 2025

Coffee Ordering App (Flutter)

- Designed a modern café ordering app to make casual hangouts smoother and less awkward — just click, sip, and vibe.
- Built a clean, intuitive UI with easy navigation for browsing the menu, customizing orders, and quick checkouts.
- Created with introverts, romantics, and last-minute planners in mind — because coffee should come before small talk.
- Developed using Flutter, with future plans for backend integration to enable real-time ordering and table pickup.

Doctor Appointment Portal – Frontend (React.js + Tailwind CSS)

Dec 2024

Developed the frontend of a doctor appointment and availability portal using React.js and Tailwind CSS.

Implemented features like doctor listing, appointment booking, user login, and responsive dashboard UI.

Designed a clean, mobile-friendly interface for seamless patient-doctor interaction.

Focused on component reusability and efficient state management for better scalability and maintainability.

SKILLS

- | | | |
|------------|--------------|-------------------|
| • Flutter | • Android | • SQLite |
| • iOS | • Dart | • HTML |
| • CSS | • JavaScript | • C++ Programming |
| • REST API | • Firebase | • React |
| • GitHub | • Node.js | |

EXTRA CURRICULAR ACTIVITIES

- Football Team Captain – CSE(AIML) Department, CMR Engineering College
Represented the department as team captain and led the football team to victory in the inter-department college tournament during the first year (2022–23). Demonstrated leadership, teamwork, and strategic decision-making on and off the field.
- Participated in 2 hackathons: built an AI chatbot, an e-learning platform Led a team in one event, handling Flutter development and task coordination. Also volunteered in college tech events and actively contribute to open-source Flutter projects on GitHub.