Trupti Fataniya

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EDUCATION

- **B.E. Computer Engineering** — CGPA: 7.17 (till 5th sem)
  V.V.P. *Engineering College, Rajkot* — 2022-26

- **Secondary and Higher Secondary Education** — 10th percentage: 75, 12th percentage: 51.78
  New Era School (10*th*) & *Nirmala Convent School* (12*th*), R*ajkot*. — 2018-22

PROJECTS

- **AmazonClone**

  A basic frontend replica of Amazon's homepage using HTML and CSS, focusing on layout accuracy.

  - Developed a static frontend clone of Amazon's homepage using HTML and CSS, to simulate real-world e-commerce UI.
  - Focused on visual detailing by carefully managing typography, spacing, color schemes, and alignment to create a clean, consistent, and visually appealing user interface that closely mirrors the Amazon shopping experience.
  - Applied responsive styling for consistent appearance across screen sizes
  - Applied clean, semantic HTML and modular CSS to maintain code readability and reusability
  - Technology used: HTML, CSS

- **My E-Book (Team Project)**

  An online E-Book Maker platform that allows authors to create, manage, and publish e-books for free.

  - Contributed to the frontend development of a web-based platform that allows authors to create and manage e-books for free.
  - Designed intuitive and user-friendly UI screens for key functionalities including login, registration, and book creation, focusing on clean layout structures, consistent styling, responsive design, and smooth navigation to enhance the overall user experience for both new and returning authors.
  - Technology used: HTML, CSS, Javascript

- **Number Guessing Game**

  A Java-based console game where users guess a randomly generated number within limited attempts, including a scoring system and replay options.

  - Implemented game logic to generate random numbers between 1 and 100 using Java's Random class, and designed a loop-based system that allowed users up to 5 attempts per round to guess the correct number.
  - Provided dynamic hints after each guess, guiding the player to guess higher or lower.
  - Designed a dynamic scoring mechanism that rewards players with higher points for guessing the correct number in fewer attempts, using a switch-case structure to assign scores from 5 to 1 based on performance.
  - Technology Used: Java

TECHNICAL SKILLS

Languages: Java, HTML, CSS, Javascript, Python(fundamentals)
Technologies: UI/UX, Canva
Databases: SQL
Operating Systems: Windows, Linux
Relevant Coursework: Data Structures & Algorithms, Operating Systems, Object Oriented Programming, Database Management System, Computer Networks, Theory of Computation, Internet of Things, Advanced Java Programming, Web Programming, Comp--uter Oraganization and Architecture.

HOBBIES

Technical: Programming, problem-solving, UI/UX, Designing
Creative: Photo-editing, Cooking
Soft Skills: Decision-making, discipline, team-work
Others: Exploring tech trends, Building and maintaining relationships

POSITIONS OF RESPONSIBILITY

- **Python Intern** — *July-2025*

  Zennaxx

  - 15-day Internship, Gained hands-on experience in Python programming through real-world tasks and mini-projects.
  - Improved understanding of core Python concepts such as file handling, data structures, and scripting.

- **Coordinator of Event management club** — *2023-24*

  V.V.P. Engineering College

  - Led and coordinated the planning, organization, and execution of various college events and activities
  - Ensured the smooth execution of cultural, academic, and technical events by taking charge of end-to-end event operations, including including planning timelines, allocating responsibilities, etc.

SOCIAL PROFILES

HackerRank: Trupti Fataniya (4 star)