VANSHIKA

(Aspiring Software Engineer)

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📍 Phagwara, Punjab

RaceAgainstTime

SUMMARY

A self-motivated software engineer with a passion for finding web based solution to real life problems. Always looking forward to self-improve and innovate. Takes a keen interest in solving logical problems. Frequently praised as being focused and determined by my peers.

TECHNICAL SKILLS

- Programming languages:
  C++, C, Python

- Platforms:
  Kali Linux, Unix, MS Windows98, XP,Window7,Ubuntu

- Data Management:
  MySQL

CERTIFICATIONS

- Data Structures & Algorithms | Board Infinity | July '23

- Theory of Computation | Udemy |Dec '23

- Computer Architecture and Design| Udemy| May'23

CO-CURRICULAR ACTIVITIES

- 1st Prize| IHack Hackathon| Infineon Technologies

- IEEE-CIS | LPU Permanent Member

- Volunteer for NGO

PROJECTS

E-Commerce Website   Nov'23

- Domain: Web Application |
- Languages Used: HTML5, CSS, JavaScript,Bootstrap(Library)
  Developed an e-commerce website with a simple and clean UI
  with the help of CSS and Bootstrap.
- Website had some basic features like currency change feature,
  Project helped me learn about trying to perfect my HTML and CSS concepts along with refining my JavaScript knowledge.

Library Management System

- Domain: Library Management   Oct'22
- Aim: Develop a robust Library Management System using C++ and Data Structures & Algorithms for efficient resource management.
- Description: Designed and implemented a comprehensive system to manage library resources, including inventory tracking, patron management, and check-in/check-out processes. Key features include adding, updating, and deleting books, as well as managing borrower information. Utilized data structures like linked lists, trees, and hash tables for efficient storage and retrieval.
- Outcome: Successfully developed a fully functional system with interfaces for various tasks, incorporating algorithms for searching, sorting, and optimizing operations to enhance performance.

Two in One Games(Tic-Tac-Toe, Number Guesser)   Mar'22

- Domain: Python Application
- Developed a python GUI based game application consisting of tic-tac-toe and number guesser
- Helped me Learn more about tkinter Library in Python.

ACHIEVEMENTS

- 5 Star Rating in C++ on HackerRank

- 4 Star Rating in Python on HackerRank

EDUCATION

B.Tech. in Computer Science   Sep '21 - Present

Lovely Professional University | Phagwara, IN

CGPA 7.36

XII   Mar '20 - Apr '21

A.S.A.S.V.M Percentage 82.8%