YANDAPALLI ANSHITHA

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SUMMARY:

Eager Computer Science student with a strong passion for technology and learning. Demonstrates a proactive attitude and a commitment to acquiring new skills and knowledge. Excited to contribute to innovative projects and grow within a dynamic team.

PROJECTS:

1. **Brick Breaker Game**
   - **In this We'll use an array to keep track of how many times each brick has been hit, as well as to determine when there are no more bricks left on the board.**
   - **Programming language : JAVA**

2.Random number generator

- **This project is a simple and fun game that challenges the user to guess a random number generated by the computer. The user can enter their guess through a graphical user interface (GUI) and receive feedback on whether their guess is too high, too low, or correct. The game also keeps track of the number of attempts and the final score of the user.. The project demonstrates the use of basic programming concepts**

- **Programming language : Python**

3.Online Survey System

- **The online survey system is an advanced platform designed to facilitate the creation, distribution, and analysis of surveys. The system aims to provide users with a seamless experience in gathering feedback and insights through customizable surveys.**
- **Programming language:Html and CSS**

EDUCATION

B.Tech. Computer Science - CMR Technical Campus   **2023-Present**
CGPA: 9.64(Current)

INTERMEDIATE - NARAYANA GIRLS CAMPUS   **2023**
Percentage: 97.9%

SCHOOLING - Sri Gouthami School   **2021**
GPA: 10

TECHNICAL SKILLS

- **Programming Languages:**C/C++, Python.
- **Web Development:**HTML5, CSS
- **Soft Skills** : Critical Thinking, Teamwork, Problem-Solving, Time Management

LANGUAGES :   English Proficient ,Telugu Native ,Hindi