

Aditya Srivastava

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🔗 adi7007



Summary

Self-driven and detail-oriented Computer Science undergraduate with hands-on experience in mobile and web application development using Flutter, JavaScript, and Python. Proficient in Data Structures and Algorithms (DSA) in C++, with a proven track record of building and deploying real-world projects, including a performance-based mobile game. Certified in Cybersecurity, AI, and Marketing Automation. Eager to contribute to a dynamic development team, apply problem-solving skills, and grow in a fast-paced tech environment.

Education

Greater Noida Institute of Technology (GNIOT) B.Tech in Computer Science – 7.5CGPA	<i>Oct 2023 – Jul 2027</i>
The City Montessori School Intermediate (Class 12) – 66%	<i>Apr 2021 – Apr 2022</i>
St. Joseph's School High School (Class 10) – 71.6%	<i>Apr 2019 – Mar 2020</i>

Projects

Tap the Dot – Speed Challenge	github.com/adi7007/tap-the-dot-game 
<ul style="list-style-type: none">Mobile game built using Flutter that measures user reaction time by tapping randomly placed dots.Features local high score storage, animated UI, and increasing difficulty mode.	
Responsive Developer Portfolio	Portfolio Website 
<ul style="list-style-type: none">Designed and developed a responsive portfolio using HTML, CSS, JavaScript.Deployed via GitHub Pages; showcases skills, projects, and contact form.	
Data Analysis Mini Projects	<i>Excel & Python</i>
<ul style="list-style-type: none">Analyzed datasets using pivot tables, charts, and functions in Excel.Performed basic data cleaning and visualization using Python (Pandas, Matplotlib).	

Technologies

Programming Languages: C++, C, Python, Java, JavaScript, Dart

Frameworks & Libraries: Flutter, Android SDK, Bootstrap, Pandas, Matplotlib

Web Technologies: HTML, CSS, REST APIs

Tools & Platforms: Git & GitHub, VS Code, Android Studio, Jupyter Notebook, Excel, Firebase, Canva, GitHub Pages, Render

Achievements

- Completed the 160-Day DSA Challenge by GeeksforGeeks.
- Successfully developed and published a mobile game "Tap the Dot – Speed Challenge" on GitHub.
- Participated in several coding contests and technical events during college.