Aditya Srivastava

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⌗ GitHub

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)   *2027*
B.Tech in Computer Science – 7.5CGPA

The City Montessori School   *2022*
Intermediate (Class 12) – 66%

St. Joseph's School   *2020*
High School (Class 10) – 71.6%

Projects

Tap the Dot – Speed Challenge ⧉   *June 2025*
- 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 ⧉   *June 2025*
- Designed and developed a responsive portfolio using HTML, CSS, JavaScript.
- Deployed via GitHub Pages; showcases skills, projects, and contact form.

Data Analysis Mini Projects   *Jan 2025*
- 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.