

# Aditya Srivastava

📍 Noida, U.P. India    ✉ adityasrivastava5656@gmail.com    ☎ +91 7007552923    📁 Portfolio    in adisri2003  
🔗 adi7007

## Summary

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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

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

## Projects

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**Tap the Dot – Speed Challenge** [github.com/adi7007/tap-the-dot-game](https://github.com/adi7007/tap-the-dot-game) 

- 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](#) 

- Designed and developed a responsive portfolio using HTML, CSS, JavaScript.
- Deployed via GitHub Pages; showcases skills, projects, and contact form.

**Data Analysis Mini Projects** *Excel & Python*

- Analyzed datasets using pivot tables, charts, and functions in Excel.
- Performed basic data cleaning and visualization using Python (Pandas, Matplotlib).

## Technologies

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**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

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- 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.