ANIKET SALGAONKAR

MUMBAI

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OBJECTIVE

To land a job in an IT organization that offers a stimulating learning environment for developing and putting into practice new ideas for the company's development. Looking for entry- level employment where I can develop my abilities as an IT expert and help a firm succeed overall.

TECHNICAL SKILLS

Languages: Java, SQL(MySQL), JavaScript

Developer Tools: VS Code, Android Studio, Intellij Idea

Technologies/Frameworks: Spring Boot, Git & GitHub, NodeJS, ExpressJS, Mongo

EDUCATION

Vivekanand Education Society's Institute of Technology   Expected 2025
Master of Computer Applications - **CGPA** *- 8.74*   *Chembur*

Bharati Vidyapeeth Deemed University, Pune   2018 − 2021
Bachelor of Computer Applications - **CGPA** *- 8.85*   *Pune*

PROJECTS

MyBank Banking Application ⌕

- **Description**: Built a user-friendly banking application that makes managing finances simple and secure. Key features include user registration and login, balance updates through deposits, withdrawals, and money transfers, along with a color-coded transaction history for easy tracking. Prioritized security by implementing password encryption, and used MySQL to ensure reliable data storage. This project not only covers essential banking functions but also serves as a starting point for adding more advanced features, making it ideal for continuous development and learning.

  Technologies Used: Spring Boot, Java, MySQL, REST APIs

Placement Management Portal ⌕

- **Description**: Developing a Placement Management Portal for College using the MERN stack, aiming to streamline placement processes.Contributed as a developer, designing database schemas, building RESTful APIs with Express.js, and creating interactive UIs with React.js. Integrated backend services with MongoDB for data storage. Creating a centralized platform for job postings, student database, and placement statistics

  Technologies Used: MERN Stack

Snake Game in Java ⌕

- **Description**: Created a classic Snake Game desktop application using Java. Used Java Swing for the graphical interface and built essential game mechanics like snake movement, apple consumption for growth, and game-over scenarios when hitting walls or itself.Followed object-oriented principles to keep the code modular and easy to expand, using a straightforward project structure with just two classes. This project not only sharpened Java skills but also reinforced key concepts like event handling, game logic, and user interaction.

  Technologies Used: Core Java (Swing, AWT, Exceptional Handling, OOPS)

ACHIEVEMENTS

MAH-MCA CET 2023

- Secured 98+ Percentile in Maharashtra MCA entrance exam with All India Rank of 406 and State Rank of 273.

CERTIFICATIONS

- JAVA (Basic) - HackerRank ⌕
- SQL (Basic) - HackerRank ⌕