Arshea Atif
Developer

PERSONAL SUMMARY

I am a motivated university student with a strong passion for Web development and Python. Possesses excellent communication and teamwork skills, honed through collaborative academic projects and extracurricular activities. Eager to apply and expand technical expertise in Python development, with a keen interest in contributing to innovative software solutions. Adept at problem-solving and continuously seeking opportunities for learning and professional growth in the tech industry.

Skills

- Programming: C++, Javascript Python, JupyterNotbook, Matplotlib
- Frontend: HTML, CSS, JavaScript, React.js
- Backend: Node.js, Express.js
- Database: MongoDB, MySQL, Microsoft SQL, SQLite, Firebase
- Tools: GitHub, Postman, Etheral
- MS Office: MS Word, MS Powerpoint, MS Excel
- Good Communication skills and

Credentials

- Online C++ Internship at CodSoft, August 2023 - September 2023
- Python Elementary Course from Python Career Training, May 2023
- Internship in MERN at Devsinc(Summer of 2024)
- Certificates from multiple curricular and extra-curricular activities

CONTACT DETAILS

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LinkedIn: www.linkedin.com/in/arshea-atif

EDUCATION

Kinnaird College for Women

Bachelor of Computer Science

Expected Year of Graduation: 2025

Cumulative GPA of 3.24

Director Social Media at Kinnaird IEEE Student Branch

PROJECTS

1. ARITHMETIC ARRANGER

Used string manipulation and alignment methods to arrange an arithmetic expression in an elementary school problem. Learned string manipulation along with importance of optimized and efficient code.

2. SOCIAL MEDIA APP

Created a social media app website during the Internship at Devsinc, using React.js. The website displayed posts and comments using an API call. The logged in user can post updates and comments while also editing the posted updates and comments made by that specific user.

3. COMMON ALGORITHMS

- Programmed Vigenre and Ceaser ciphers. Both of these ciphers convert a string in English into a string of random letters. The code can also decode a given cipher.
- Used Luhn Algorithm to verify, whether the given credit card number is valid or not.

4. HOSPITAL MANAGEMENT SYSTEM

Designed a prototype in C++ that kept a patient's data such as name, date of birth, room no., etc, along with the patient's history in addition to hospital information.

5. INVENTORY SYSTEM

Created a prototype in C++ that stored all the information regarding the items in a grocery store. A customer interface was implemented for buying and making changes in the inventory.

6. MOVIE TICKET BOOKING

Created a Movie Ticket Booking website using MERN as the Internship Project for Devsinc.

- Used JWT for tokenization, Bcrypt for password hashing, nodemailer and Etheral for email testing and Postman for checking APIs.
- The website allows user to signup, login, view and select movie timmings and then booking the ticket by entering necessary details. T
- he Admin can perform CRUD operations on Movie and Movie shows.
- Learned how to structure code and how to implement bsic functionalities in a user friendy website.

7. COMPANY DATABASE

Created a prototype of a real-time company database using Microsoft SQL Server. The database kept information regarding the Employees, Products, Raw Materials, Vendors, Purchase Orders and Clients. Advanced SQL concepts were implemented.

8. FLOWER SHOP WEBSITE LAYOUT

Created a website for a flower shop using HTML, CSS, Javascript, PHP and Mysql. The website has basic functions of viewing and adding to the cart. Admin Panel is also incorporated in the website with basic CRUD operations.

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9.BLOG APP

Created a Blog website using MERN during the internship with Devsinc. Used React Vite to create the website. The website allowed unsigned users to read and view blogs. Whereas, signed users can write and edit blogs. A preview of the blogs was shown on the Home Page. Learned about user session and website designing during this task.

10. TO-DO APP

Created a To-Do website using MERN during the internship with Devsinc. Used React Vite to create the website. Tasks could be added and deleted from the list. Learned optimised use of CRUD operations.

11. E-VOTING APP

Using XML, Java and SQLite, I created an E-voting Mobile App as a group project for Mobile App Development Course. I worked on the backend for following functionality:

- User and admin verification: The user logging in should exist in the database.
- Admin/Election Commission can enter a candidate in the candidate list. This candidate was saved in the database.
- When the user clicks a candidate name, that candidate's vote count increases and the user is given a prompt for successful vote casting.
- A user can not vote more than once.
- Admin can view the candidate's vote count.