



BHAVYA NATANI

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ABOUT ME

Passionate and motivated Frontend Developer with a strong foundation in HTML, CSS, and JavaScript. Currently enhancing skills in C++, Data Structures & Algorithms (DSA), and Web Development to build dynamic and responsive websites. Enthusiastic about UI/UX design and eager to create user-friendly, visually appealing interfaces. Actively working on projects to strengthen my portfolio and gain hands-on experience. Looking for opportunities to apply my skills and grow as a developer.

EDUCATION

- INDIAN INSTITUTE OF ENGINEERING SCIENCE AND TECHNOLOGY, SHIBPUR**
B.Tech. in Computer Science; **CGPA: 9.17/10**
Aug. 2023 – Present
West Bengal, India
- CAMBRIDGE COURT WORLD SCHOOL**
Higher secondary education; **Grade: 93.4%**
April 2021 – March 2023
Rajasthan, India
- SUBODH PUBLIC SCHOOL**
Higher secondary education; **Grade: 93.6%**
April 2019 – March 2021
Rajasthan, India

PROJECTS

- AKERS LOGIC ARRAY SIMULATION USING C++** | C++, Data Structures, Boolean Algebra, Parsing, STL
MARCH. 2025
Designed and developed a Boolean Logic Simulator that parses, evaluates, and processes logical expressions using Akers Array methodology. Built a custom expression tokenizer and a majority-of-three logic solver for efficient Boolean computation.
Key Features:
 - Parses and evaluates Boolean expressions with operators (&, |, ^, !, ()).
 - Generates minterms and maxterms dynamically from input expressions.
 - Constructs and displays the Akers Array representation of logical functions.
 - Implements majority logic evaluation for circuit-based problem-solving.
 - Uses stack-based expression parsing and bitwise computations for efficiency.**GitHub** : <https://github.com/bhavyanatani/Akers-Array>
- TIC-TAC-TOE GAME (WEB-BASED)** | HTML, CSS, JavaScript
JAN. 2025
Developed an interactive Tic-Tac-Toe game using vanilla JavaScript with a responsive UI. Implemented game logic, win detection, and a dynamic user interface for an engaging experience.
Key Features:
 - User vs. User mode with real-time turn-based gameplay.
 - Dynamic UI updates using JavaScript for a smooth experience.
 - Win condition detection for row, column, and diagonal matches.
 - Responsive design for mobile and desktop playability.**Link** : <https://bhavyanatani.github.io/tic-tac-toe/>
- ROCK-PAPER-SCISSORS GAME (WEB-BASED)** | HTML, CSS(Tailwind), JavaScript, Git/GitHub
JAN. 2025
Built an interactive Rock-Paper-Scissors game with a simple yet engaging UI. Implemented dynamic game logic, score tracking, and a responsive design for an intuitive user experience.
Key Features:
 - User vs. Computer mode with randomized AI choices.
 - Win/Loss/Tie detection with instant result display.
 - Score tracking system for session-based gameplay.
 - Fully responsive design for mobile and desktop playability.**Link** : <https://bhavyanatani.github.io/RockPaperScissors/>

SKILLS

Languages: C(Proficient), C++(Proficient), HTML, CSS, JAVASCRIPT

Coursework: CP, DSA, Object Oriented Programming, Frontend Web Developer

Developer Tools: VS Code, Github

Soft Skills: Budget Management, Schedule Planning, Team Management, Problem Solving