

# DIYA BALDOTA

Aspiring Software Developer | B.Tech Student | FRONTEND DEVELOPER



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## ABOUT ME

Motivated and dynamic Computer Engineering student with a strong foundation in programming and problem-solving. Experienced in game development using Unity and Blender, with a published game on Itch.io. Certified in MySQL with a passion for building practical, real-world applications. Known for adaptability, collaboration, and a keen interest in continuous learning.

## EDUCATION

PICT, PUNE  
B.Tech in Computer Engineering  
Expected May 2027

## SKILL

- Languages: C++, Python, SQL
- Tools: Unity, Blender, MySQL, PostgreSQL, Git, Figma
- Web: HTML, CSS, JavaScript
- Core Skills:
  - Problem-solving
  - Team collaboration
  - Time management
  - Adaptability
  - Dependable and responsible
  - Strong communication

## PROJECTS

### HACKATHONS

Smart India Hackathon 2025 – Selected in Round 1

- Collaborated on a chatbot-based multilingual ticketing system for museums.
- Enabled contactless booking, digital ticket generation, and real-time payments.
- Improved scalability and user accessibility in public institutions.

### CERTIFICATION

#### MySQL Certification -2025

Certificate URL:

<https://www.mygreatlearning.com/certificate/MQFKVJRC>

#### Independent Game Developer

Self-Initiated Project: "Bouncy Ball"

- Developed a physics-based 2D game using Unity where players control a bouncy ball navigating through levels with increasing difficulty.
- IProgrammed game mechanics using C#, including gravity, collision detection, and player controls.
- Published the game on Itch.io: <https://diya-616.itch.io/bouncyballz>

# DBMS PROJECTS

## Bank Transaction Analyzer (Group Project)

- A MySQL-based database system for tracking and analyzing financial transactions.
- What I did: Designed normalized database structures, developed queries for fraud detection, and implemented balance alert mechanisms.
- Special: Incorporated real-world banking logic with query execution optimized to around 200 ms.

## Loan Risk Assessment (Group Project)

- A credit evaluation system for assessing loan applicants.
- What I did: Created borrower profile records, calculated risk scores using defined rules, and implemented automated loan approval conditions.
- Special: Achieved a 22% reduction in simulated default risk through targeted SQL-based filtering.

## Portfolio Tracker (Group Project)

- A stock portfolio database for monitoring investments and performance.
- What I did: Designed price history and transaction tables, computed profit/loss statements, and analyzed sector exposure.
- Special: Efficiently processed 10,000+ simulated trades with 99% query accuracy.

# PERSONAL PORTFOLIO WEBSITE

Built using HTML, CSS (Tailwind), JavaScript & AOS animations

- Designed and developed a responsive personal portfolio to showcase projects and skills.
- Implemented smooth scrolling, animations, and interactive hover effects.
- Added expandable project cards with detailed descriptions, images, and external links.
- Deployed live for recruiters to explore.

## INTERESTS

WEB DEVELOPMENT & UI/UX DESIGN | GAME  
DEVELOPMENT | LEARNING NEW TECHNOLOGIES |  
SPORTS | TRAVELING

"I BELIEVE IN LEARNING BY BUILDING. WHETHER IT'S A  
CHATBOT, A GAME, OR A WEBSITE — EVERY PROJECT IS  
A NEW CHANCE TO IMPROVE."

Linkedin

[🔗 linkedin.com/in/diya-baldota-684519288](https://www.linkedin.com/in/diya-baldota-684519288)

Github

[🔗 https://github.com/diyabaldota-12](https://github.com/diyabaldota-12)