

Aditi Soni B.Tech Computer Science Manipal University, Jaipur

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EDUCATION			
Course	College/University	Year	CGPA/%
B.Tech Computer Science	Manipal University, Jaipur	2021-25	(ongoing)
12th	Maharani Gayatri Devi Girls' School	2020-21	77.3
10th	Maharani Gayatri Devi Girls' School	2018-19	73.5

RELEVANT COURSEWORK AND CERTIFICATIONS

- RDBMS Course completion certificate oracle academy
- Java Course completion certificate Udemy
- Data structure in C Language Course completion certificate Udemy
- Design and Make Infographics (Project-Centred Course) Coursera
- Meta Frontend Developer Coursera

- CCNAv7: Enterprise Networking, Security, and Automation Cisco Networking Academy
- CCNAv7: Switching, Routing, and Wireless Essentials - Cisco Networking Academy
- Google IT Automation with Python -Coursera
- Cryptography and Information Theory IBM
- Career Essentials in Generative AI Microsoft

SKILLS & LANGUAGES

- **Skills**: Teamwork and Collaboration, Time Management, Adaptability and Flexibility, Creativity, Marketing, Leadership and Management, Problem-solving and Troubleshooting
- Programming Languages: Java, HTML5, CSS, JS, C Language, Python
- Tools & Libraries: Github, VScode, Bootstrap, Linux, Node.js, React.js, Next.js
- Interests: Artificial Intelligence, NLP, Video Editing, Graphic Designing, Web Development

PROJECTS

JourneyPal - IIIT BANGALORE HACKATHON (METAVERSE)

Enhancing the travel experience is important because it makes travel planning more efficient and enjoyable for travellers. By
providing personalized itineraries and honest reviews, travellers can have a better understanding of their destination and make
informed decisions. Ensuring safety and convenience is crucial as it helps travellers navigate unfamiliar environments, overcome
language barriers, and access essential services. This aspect contributes to an stress-free and secure travel experience.
 With a team of 3 students and under mentor guidance, I participated in this project with the role of project designer.

GPTecho - CODE HIVE HACKATHON (BOBBLE AI)

Built an Al assistant that autonomously generates and prioritizes tasks to help users achieve their goals. Integrated functionalities
to choose from multiple OpenAl models, aiming to push the boundaries of Al autonomy and real-time interaction. Developed with
a React-based frontend and an Express server for backend API handling. The project explored task execution capabilities and
potential future improvements include processing multimedia files and adding speech-to-text and text-to-speech functionalities. I
participated as the project designer and developer.

• EDUSAATHI - SMART INDIA HACKATHON 2024

Led the development of EDUSAATHI, an AI-powered Student Assistance Chatbot, for the Department of Technical Education,
 Government of Rajasthan. The project addresses the need for centralized information and data-driven decision-making,
 streamlining communication for students. Worked collaboratively with a diverse team, implementing critical last-minute upgrades
 that significantly enhanced project performance. As team leader, I guided the team through challenges and facilitated key
 improvements, preparing for the next phase of the Smart India Hackathon 2024.

• Python Game Development

It's a Python based project. The game is basically the snake game which was cute famous in early 2000s. The aim of the game is
to collect the dots i.e. foods, and avoid the obstacles. As you collect the food, the snake gets longer.

• Lawyers Interactive Website Development

Developed an interactive website for lawyers featuring a virtual law library, interactive case timeline, legal expense
calculator, and a responsive chatbot. This project enhances client engagement and streamlines legal processes with userfriendly interfaces, dynamic content management, and real-time data integration. Ensured seamless functionality across
devices and browsers, delivering a robust platform for legal professionals and their clients.

VibeTuneZ

 Developed a React-based mood-driven music player integrating the Spotify API. Implemented a dynamic user interface for mood selection, track playlist retrieval, and playback using the Spotify Web Playback SDK. Managed authentication, real-time track fetching, and state management for smooth user experience. Utilized React Router for navigation, Bootstrap for styling, and handled API interactions for seamless music streaming based on user mood.

RESPONSIBILITY & EXPERIENCE

• Graphic Designing intern | A3Logics

[May'24 - July'24]

 Worked as a Graphic Designing intern at A3logics, creating professional visual content, and contributing to high-quality branding and marketing materials. Enhanced design skills and practical experience.

• Graphic Designing Deputy Head | Cyber Space Club

[May'23 - May'24]

• I worked in the Cyber Space Club as the Deputy Head of the Graphic Designing Team. I led design projects, coordinated with team members, and contributed to creating visually engaging digital content for various club activities and events.