

Career Objective

Aspiring computer science fresher eager to apply technical skills in software development, contribute to innovative projects, and thrive in a collaborative environment.

Education Background

- Pursuing B.E - Computer Science and Design with **8.27 CGPA** upto fourth semester. (2021 - 2025)
- HSC - The Modern Academy Matric Higher Secondary School with **90.68%** (2020 - 2021)
- HSC - The Modern Academy Matric Higher Secondary School with 85.4% (2019 - 2020)

Skill Set

- Programming - C, Java, Python.
- Web development - HTML, CSS, JavaScript, React js.
- Database - MongoDB, SQL.
- Version control - Git, Github.
- Tools - Figma, Unity, Framer, Adobe Illustrator.

Design Skill

- UI/UX Design
- Graphic Design
- Wireframing
- Prototyping

Soft Skill

- Problem solving.
- Proficient written and verbal in English.
- Team work and collaboration.
- Taking Ownership.
- Self Motivated.
- Multi tasking.

Social Hub

- Github - [Visit](#)
- Leetcode - [Visit](#)
- LinkedIn - [Visit](#)

Funded Project

KEC BusNotify

Executed "KEC BusNotify" IoT project, signaling bus passenger count for optimal departures; secured ₹30,000 TBI funding at KEC.

My Projects

Online Meat Ordering Website

Built a user-friendly e-commerce platform with HTML and CSS, integrating a database for efficient navigation, meat selection, and seamless order placement.

Hospital Management System

Developed healthcare system with HTML, CSS, and a database, prioritizing user-centric features for efficient patient management.

Personalized Portfolio Website

Crafted with HTML and CSS, my portfolio showcases skills and projects through a user-friendly layout, ensuring an engaging exploration experience for visitors.

AR Pipes and Circuits

In Unity, created AR Pipes and Circuits app for immersive interaction, allowing users to visualize complex systems through augmented reality elements.

WhatsApp UI Clone

In Figma, meticulously recreated WhatsApp, mirroring its design and interactions for a hands-on experience in replicating features.

HungryBox

Designed the HungryBox app in Figma for seamless food ordering, featuring an interactive interface for user-friendly navigation and order tracking

HealHub

In Figma, developed the Healhub app for easy appointment booking with a user-friendly interface, enhancing the overall user experience.

User Interface

Accomplished 40 days of consecutive UI creations in Figma for the Daily_UI challenge, showcasing diverse design skills and daily creativity.

Responsibilities

2023 - Present : **Secretary** of Computer Science and Design Association at KEC.

2022 - 2023 : Played a role of **Executive member** and newsletter team in Computer Science and Engineering Association at KEC.