

KHUSHI KHARKE

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Leetcode | Github | Website | Linkedin

EDUCATION

B. Tech	2021-2025	Netaji Subhash University of Technology	6.85
CBSE (Class XII)	2021	Kendriya Vidyalaya, JNU Campus.	90.4 %
CBSE (Class X)	2019	Kendriya Vidyalaya, JNU Campus	87.2 %

ACADEMIC PROJECTS

TODO App

A responsive Todo list application using **HTML**, **CSS**, and **JavaScript**, with the additional feature of data persistence through **local storage**. This project aimed to provide users with a simple yet efficient tool to manage their tasks and ensure their progress remains organized and easily accessible.

Movie App

I spearheaded the development of a user-friendly movie search frontend application utilizing the **OMDB** (Open Movie Database) API and React. The project aimed to provide users with a seamless and intuitive platform to search for movies, view detailed information, and access key movie data.

• Tic Tac Toe

I created the Tic Tac Toe game using **React,** leveraging its component-based architecture and state management capabilities. This project aimed to provide users with an interactive and engaging digital version of the classic Tic Tac Toe game.

• CRUD Api

Developed a **CRUD** (**Create, Read, Update, Delete**) application using **Node.js, Express, and MongoDB**. This project aimed to provide a robust and scalable backend solution for managing data through a **RESTful API**, allowing users to perform various operations on a MongoDB database.

TECHNICAL SKILLS

- Programming Languages : C, C++, Python(Basics)
- Web Technologies: HTML, CSS, JS, React, SQL
- Proficiency in Data Structures and Algorithms
- Core Subjects: Database Management System, Operating Systems, Data Structures, Algorithms and Analysis

EXTRA-CURRICULAR ACTIVITIES

I am proud to have secured the first position in the group dance competition "FootLoose" at NSUT
(Netaji Subhas University of Technology) Resonance. Our group showcased a captivating and
synchronized performance that impressed the judges and audience alike.