

# ADITYA KADIA

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[LinkedIn](#)

## SUMMARY

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Motivated and detail-oriented Computer Engineering intern with hands-on experience in both backend and frontend development. Proficient in backend technologies including Python, Java, JavaScript, and Node.js, and skilled in frontend tools such as HTML, CSS, Tailwind CSS, and XML. Demonstrated ability to work across platforms through project development using the Android framework. Developed multiple full-stack projects including *Smart Grocer*, an Android-based grocery management app, and *Score Hub*, implemented in both Python and JavaScript to enhance problem-solving and cross-language adaptability. Eager to contribute my technical expertise, creativity, and a growth mindset in a dynamic development team.

## EDUCATION

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LJ Institute of Engineering and Technology – Ahmedabad, Gujarat  
Bachelor's Degree in Computer Engineering (Pursuing)  
Expected Graduation: 2027

ITM SLS Baroda University – Vadodara, Gujarat  
Diploma in Computer Science and Engineering  
Aug 2021 – May 2024  
Cumulative Grade Point Average: 8.05 / 10  
Relevant Coursework: Data Structures, Algorithms, Operating Systems, Computer Architecture, Information Security

## SKILLS

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**Languages/ Database:** Java, Python, NodeJS, ExpressJS, Firebase

**Frontend:** HTML, CSS, JavaScript, Tailwind

**Certifications:** Introduction to HTML CSS and JavaScript by IBM, Exploratory Data Analysis for Machine Learning by IB

## UNIVERSITY PROJECTS

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### Smart Grocer – Android Grocery Management App

- Developed a mobile-first grocery management app using Android framework and XML layouts.
- Integrated Firebase for real-time inventory and user authentication.
- Implemented smart categorization and reminders for low-stock items.
- GitHub: <https://github.com/nerdyADITYA/SmartGrocer>

### Score Hub (Python) – CLI-Based Score Tracking System

- Built a Python-based command-line tool for real-time tracking and storing of scores.
- Used file handling and basic data structures to maintain persistent scoreboards.
- Designed for minimal dependencies to maximize portability across systems.
- GitHub: <https://github.com/nerdyADITYA/ScoreHubPython>

### Score Hub (JavaScript) – Web-Based Score Management

- Created a web app using HTML, CSS, and JS to manage and display scores dynamically.
- Used local storage to ensure offline capability for data retention.
- Employed responsive design to ensure usability across screen sizes.
- GitHub: <https://github.com/nerdyADITYA/ScoreHub>

### Game Centre – Python Command-Line Card Game Suite

- Created a CLI-based Python project featuring classic card games: Blackjack, Old Maid, and War.
- Designed individual game modules with object-oriented programming principles for code clarity and reusability.
- Implemented core game logic, turn-based mechanics, and card shuffling using Python's standard libraries.
- GitHub: <https://github.com/nerdyADITYA/GameCenter>