ADITYA KADIA

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LinkedIn Portfolio WebApp

SUMMARY

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

LJ Institute of Engineering and Technology – Ahmedabad, Gujarat
Bachelor's Degree in Computer Engineering specialized in Artificial Engineering and Machine Learning (AIML) (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

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

Frontend: HTML, CSS, JavaScript, Tailwind, AnimeJS, ThreeJS

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

UNIVERSITY PROJECTS

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

AgroAnalytics – ML-Powered Crop Prediction System

- Built a Django-based web app to predict the most suitable crop using agricultural and environmental data.
- Implemented machine learning models with scikit-learn for accurate crop classification.
- Processed and analyzed datasets using Pandas for feature extraction and model training.
- **GitHub:** https://github.com/nerdyADITYA/Agro_Analytics

ExpenseTracker – Full-Stack Personal Finance Management App

- Developed a MERN-stack application for tracking income, expenses, and financial insights.
- Integrated JWT authentication for secure user accounts and data protection.
- Added real-time dashboards and interactive charts for visualizing financial data.
- **GitHub:** https://github.com/nerdyADITYA/Expense-Tracker

F1 Podium Predictor – Dual-Model Machine Learning App

- Created a Django application that predicts F1 race podium finishes and final positions.
- Implemented two ML models (RandomForestClassifier & RandomForestRegressor) for classification and regression tasks.
- Enabled real-time predictions based on race parameters like qualifying position, lap times, and weather conditions.
- **GitHub:** https://github.com/nerdyADITYA/F1-Podium-Predictor

Programming Hangman Game – Full-Stack Gamified Learning App

- Developed an interactive programming-themed Hangman game with authentication and score tracking.
- Built with React, Express, and MongoDB for a responsive and scalable architecture.
- Added leaderboard and category-based gameplay covering multiple programming languages.
- **GitHub:** https://github.com/nerdyADITYA/Programming-Hangman-Game

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