

# Poonam Sanjay Chapke

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<https://main-delightful-speculoos-21d4ae.netlify.app/>

## EDUCATION

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### Pune Institute Of Computer Technology

*Bachelor of Engineering in Computer Engineering - CGPA: 8.47*

Pune, Maharashtra

*Dec 2021 - May 2025*

### Dr. Ambedkar College

*Higher Secondary Certificate - Percentage: 94.33*

Nagpur, Maharashtra

*July 2019 - August 2021*

### Holy Cross Marathi High School

*Secondary School Certificate - Percentage: 92.40*

Amravati, Maharashtra

*June 2013 - June 2019*

## MYPORTFOLIO

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*SCSS, HTML, React.js*

- Manipulated an open source project and made own Portfolio, showcasing my projects and efficiency in coding and web-development skills.

Github - <https://github.com/poonam-gh/MyPortfolio>

Website - <https://main-delightful-speculoos-21d4ae.netlify.app/>

## PROJECTS

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### Spotify-clone | Javascript, HTML, CSS

- Few albums which are made by html, javascript on homepage
- We can play or pause the music, can navigate at any time

Github - <https://github.com/poonam-gh/Spotify-clone>

### TimeTable Generator(Group-Project) | Python

- Developed a Python-based timetable generator incorporating hard constraints, such as optimal credit allocation and conflict-free daily scheduling
- Implemented an innovative algorithm to generate diverse and non-repetitive timetables for each day
- Provided a user-friendly interface for inputting subject details and day preferences
- Enabled users to export generated timetables to PDF format for easy access and sharing

Github - <https://github.com/poonam-gh/TimeTable>

Website - <https://timetable-generator-7iko.onrender.com/>

### Space-invader | Python, Pygame

- Used Pygame to organize the game in a clear way. This helps to easily add more stuff in the future
- Used Pygame to make the game look and sound great. Put fun sounds to make it feel awesome to play

Github - <https://github.com/poonam-gh/Space-invaders>

### Flappy-bird | Python, Pygame

- Implemented accurate collision detection and engaging sprite animations for fluid gameplay experience.
- Overcame challenges, deepening knowledge of game loops, event handling, and graphics for polished final product.

Github - <https://github.com/poonam-gh/Flappy-bird>

## TECHNICAL SKILLS

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**Languages:** C++, Python(Pygame), HTML, CSS, JavaScript, MySQL

**Developer Tools:** VS Code, Eclipse, Sublime, Google-Collab, Pycharm, Jupyter, Git, GitHub