

Rishita Sharma

CONTACT

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EDUCATION

SHRI GS INSTITUTE OF TECHNOLOGY AND SCIENCE

B.TECH IN COMPUTER SCIENCE

2022-26 | Indore, Madhya Pradesh, India

College of Engineering

Cum. GPA: 8.62 / 10.0

SHRI SATHYA SAI VIDHYA VIHAR

Grad. May 2022 | Indore, MP, India

12th standard

Percentage: 94.2%

PROJECTS

- **CHESS-GAME** | USING JAVA AND OOPS CONCEPTS FOR THE LOGIC AND JAVA-SWING FOR THE UI
Code:
[<https://github.com/x-rishita-x/Projects/tree/master/src>]
I crafted a chess game entirely from the ground up. Employing Java, I designed the game's logic and used Java Swing for user interface
- **CURRENCY CONVERTER** | MADE USING HTML, CSS, JAVASCRIPT
Code : [[https://github.com/x-rishita-x/Projects/tree/master/currency_convertor_app\(1\)](https://github.com/x-rishita-x/Projects/tree/master/currency_convertor_app(1))]
Deployed: <https://currency-convertor-pi.vercel.app/>
The currency converter webpage, showcases real-time converted currency values.
- **TIC-TAC-TOE** | MADE USING HTML, CSS, JAVASCRIPT
[<https://github.com/x-rishita-x/Projects/tree/master/tic-tac-toe>]
Deployed: <https://x-rishita-x.github.io/tic-tac-toe/>
The combined HTML, CSS, and JavaScript create a functional and visually appealing Tic-Tac-Toe game. It allows two players to take turns, checks for a winner etc.

SKILLS

PROGRAMMING

• DSA • Java • C • C++ • CSS • HTML • Javascript • Competitive Programming

SOFT-SKILLS:

Logical Reasoning • Public Relations • Leadership • Communication