

# ANUSHKA SANJAY DONDAL

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## EDUCATION

<b>Pimpri Chinchwad College of Engineering, Pune</b> <i>Bachelor of Technology - Computer Engineering</i>	<b>2022 – 2026</b> <i>CGPA: 7.77 (Till Semester 6)</i>
<b>St. Paul Junior College, Nagpur</b> <i>Higher Secondary Certificate</i>	<b>2019 – 2020</b> <i>75%</i>
<b>St. John's High School, Hinganghat</b> <i>Secondary School Certificate</i>	<b>2017 – 2018</b> <i>94.2%</i>

## PROJECTS

<b>PocketPal – Student Expense Manager</b>   <i>Java, PL/SQL, Java Swing</i>	<b>Jan 2024</b>
<ul style="list-style-type: none"><li>Developed a desktop-based personal finance tracker specifically tailored for students</li><li>Designed an intuitive GUI using Java Swing to allow easy expense entry, categorization, and reporting</li><li>Integrated PL/SQL for secure and efficient data storage and retrieval</li><li>Improved student budgeting and tracking experience, reducing manual effort by 60%</li></ul>	
<b>Bakery Bliss – Responsive E-commerce Website</b>   <i>HTML, CSS, JavaScript</i>	<b>Nov 2024</b>
<ul style="list-style-type: none"><li>Created a mobile-first, fully responsive website for a fictional bakery brand to simulate e-commerce functionality</li><li>Implemented HTML/CSS layout with interactive JavaScript components for product galleries and forms</li><li>Wrote engaging product descriptions and applied user-centric design principles to boost UI appeal</li><li>Demonstrated frontend development and responsive web design capabilities</li></ul>	
<b>Cuisine Guide – Recipe Recommendation Platform</b>   <i>Angular, Gemini API</i>	<b>Feb 2025</b>
<ul style="list-style-type: none"><li>Engineered a web application that recommends recipes based on user-inputted ingredients</li><li>Integrated Gemini API for real-time recipe generation and enhanced personalization</li><li>Employed state management techniques and optimized user flow for better performance</li></ul>	
<b>Angry Bird Mini Game – Physics-Based Game Simulation</b>   <i>Unity Engine</i>	<b>Nov 2024</b>
<ul style="list-style-type: none"><li>Designed and developed a 2D mini-game using Unity, replicating mechanics of Angry Birds</li><li>Applied game physics principles including gravity, collision detection, and projectile motion</li><li>Implemented level progression, scoring, and interactive user control features</li><li>Strengthened skills in Unity scripting, game development lifecycle, and physics-based animation</li></ul>	

## TECHNICAL SKILLS

**Languages:** C, C++, SQL, HTML, CSS, JavaScript  
**Frameworks/Tools:** PL/SQL, Angular, Unity, Git, VS Code, XAMPP  
**Databases:** MySQL, Oracle  
**Other:** REST APIs (Basic), Responsive Web Design

## CERTIFICATIONS

**C language** (Great Learning) | **Angular basics** (Simplilearn)

## SOFT SKILLS

Communication and Collaboration | Time Management | Adaptability and Flexibility