


# Shreya Madhukar Gunjkar

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## EDUCATION

<b>Pimpri Chinchwad College of Engineering, Pune</b> <b>Bachelor of Technology in Computer Science</b> <ul style="list-style-type: none"><li>CGPA: 6.9 (till semester 6)</li></ul>	2022–2026
<b>Rajarshi Shahu College, Latur</b> <b>Higher Secondary Certificate</b> <ul style="list-style-type: none"><li>Percentage: 70%</li></ul>	2021–2022
<b>Dnyanprakash Balvikas Kendra, Latur</b> <b>Secondary School Certificate</b> <ul style="list-style-type: none"><li>Percentage: 100%</li></ul>	2019–2020

## PROJECTS

<b>Bakery Bliss - E-commerce Website</b> <i>Technologies: HTML, CSS, JavaScript, PHP, MySQL</i> <ul style="list-style-type: none"><li>Developed a responsive, mobile-friendly web application for an online bakery store.</li><li>Integrated backend with PHP &amp; MySQL for product catalog management, order processing, and customer authentication.</li><li>Enhanced user experience with a seamless shopping cart and checkout system.</li></ul>	Nov 2024
<b>Portfolio Website</b> <i>Technologies: Angular, Node.js, MongoDB</i> <ul style="list-style-type: none"><li>Developed a personal portfolio website showcasing projects, skills, and achievements with modern UI/UX design.</li><li>Incorporated backend functionalities for data storage and contact form submissions using MongoDB.</li><li>Deployed a scalable, full-stack application demonstrating proficiency in MEAN stack development.</li></ul>	Jan 2025 – May 2025
<b>Hotel Management System</b> <i>Technologies: C++, Object-Oriented Programming</i> <ul style="list-style-type: none"><li>Built a menu-driven management system to streamline hotel operations.</li><li>Applied object-oriented principles like inheritance, encapsulation, and polymorphism for modular, reusable code.</li><li>Improved data management with structured storage and fast retrieval.</li></ul>	Sept 2023 – Dec 2023
<b>Endless Game</b> <i>Technologies: Unity, C#, Blender</i> <ul style="list-style-type: none"><li>Created a 2D endless runner game with tiles, player movement, barriers, and scoring.</li><li>Utilized Unity engine and C# scripting for physics and controls.</li><li>Designed 3D/2D assets in Blender enhancing game visuals.</li></ul>	Sept 2024 – Dec 2024

## TECHNICAL SKILLS

- Programming Languages: C, C++, Java, SQL, JavaScript, HTML, CSS
- Databases: MySQL, MongoDB
- Frameworks & Libraries: Node.js, Express.js, Angular, Bootstrap, OpenCV
- Tools & Technologies: VS Code, Eclipse, XAMPP, Apache, Git, GitHub

## CERTIFICATIONS

- Generative AI Virtual Internship - AICTE Eduskills (March 2025)
- AI-ML Virtual Internship - AICTE Eduskills (June 2025)
- C++ with OOP - Udemy (December 2023)