SAGARIKA GUPTA

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EDUCATION

Carleton University

Ottawa, ON

Bachelor of Engineering, Computer Systems Engineering

Sep. 2022 - Apr. 2027

• **Activities**: Carleton Student Engineering Society, Carleton Planetary Robotics Team, IEEE, Systems and Computer Engineering Society

• Relevant Coursework: Discrete Structures I & II, Data Structures and Algorithms, Linear Algebra

TECHNICAL SKILLS

Languages: Java, Python, JavaScript, C, HTML/CSS

Frameworks: React, Node.js, Tkinter, Matplotlib, Pandas, OpenCV, TensorFlow

Developer Tools: VS Code, Visual Studio, PyCharm, IntelliJ IDEA, Eclipse

PROJECTS

Personal Portfolio | React, Node.is, JavaScript, HTML/CSS

- Developed a responsive personal portfolio website using React for the front-end and Node.js for back-end API services.
- Implemented interactive features with **JavaScript**, enhancing user engagement, site functionality and providing a straightforward UI to exhibit projects.
- Utilized component-based architecture in React for modular and maintainable code.

Breakout Game | JavaScript, HTML/CSS

- Developed an interactive Breakout game using **HTML Canvas** and **JavaScript**, implementing key features such as a movable player paddle, bouncing ball mechanics, and destructible blocks.
- Optimized game performance by utilizing efficient rendering techniques and continuous frame updates to maintain a consistent frame rate and improving performance.
- Implemented dynamic level progression, increasing difficulty by adding additional rows of blocks as the player clears existing ones.

Personal Finance Tracker | *Python, Tkinter, Pandas*

- Designed a personal finance application using Python and Tkinter for users to track key financial metrics and overall progress.
- Incorporated a visualization tool using **Matplotlib** to provide important insights into financial trends, income and expenses over periods of time.
- Constructed a modern GUI with interactive tools for transaction entry, deletion, data analytics and visuals.

Text Based Facebook | C

- Created a text-based Facebook simulation in **C**, allowing for user management, friend management, and post management.
- Integrated functionality to add, delete, and display friends for each user, including sorting friends based on user IDs and managing friend lists.
- Utilized linked lists and dynamic memory management to optimize the performance and scalability of the user, friend, and post management systems.