



Sakshi Dalvi
Software Developer

sakshidalvi902@gmail.com

9561311852

pune, India

linkedin.com/in/sakshi-dalvi-8976651b8

github.com/sakshi28040

Highly motivated and enthusiastic software developer with a creative attitude towards problem solving. Experienced in building and deploying software solutions. A quick-learner and an optimistic team player.

EDUCATION

BE Electronics and Telecommunication

Bharti Vidyapeeth's College of Engineering
for Women, Pune

01/2021 - 06/2024

HSC

SM'S Junior college Talegaon Dabhade

07/2018 - 02/2020

66.92%

Courses
- Science (PCM+IT)

SSC

RKS English Medium School

03/2018

85%

WORK EXPERIENCE

Intern-Web Development and Design

TXON

02/2023 - Present

TXON Pvt. Ltd

Tasks
- LandingPage/Calculator/DoToList/PersonalPortfolio.

Intern

Galaxy Electronic's

02/2023 - Present

SKILLS

Programming Languages - Python, C, CPP

DataBases - MySQL

Version Control - Git, GitHub

PERSONAL PROJECTS

Automatic Speech Recognition System: (06/2021 - 07/2021)

- Speech recognition systems enable consumers to interact with technology simply by speaking to it, enabling hands-free requests, reminders and other simple tasks.

Clap Switch Circuit:

- A Clap Switch circuit uses a microphone within the circuit to detect noises to turn the LED on. A clap switch circuit can be used in homes and businesses to turn on things such as: lights, TVs, or whatever it is set up to the clap switch. In many cases you can snap your fingers, clap your hands, or even speak to it

Bank Management System:

- Build Bank Management System Project in Java and Oracle. In this project, the users will be able to perform following functionalities account details, view account balance, withdraw and deposit money. All users details stored in database

CERTIFICATES /RECOGNITION

Artificial Intelligence with python (07/2022 - 10/2022)

Issued by Coincent

Trainee - RPG Zensar ESD Program (08/2022 - Present)

PL SQL ,JAVA, CORE JAVA

LANGUAGES

ENGLISH ,HINDI ,MARATHI

Professional Working
Proficiency

INTERESTS

Reading books, E-games, Learning languages and sports