

Snigdha Srivastava

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Objective

Hello, I'm Snigdha Srivastava, a second-year B.Tech (Information Technology) student at Banasthali Vidyapith. I aim to contribute my skills and knowledge to drive innovation and success. My goal is to become a software engineer and leverage my expertise in programming and problem-solving.

Education

- **Banasthali Vidyapith** *Jaipur, India*
B.Tech (Information Technology) 2023–2027
– **GPA:** 8.05/10.00
- **Spring Dale College** *Lucknow, India*
Pre-University Education 2022–2023
– **Grade:** 81.0%
- **Spring Dale College** *Lucknow, India*
Secondary Education 2020–2021
– **Grade:** 93.0%

Projects

- **Color Collector:** Designed a game where players collect colored objects while avoiding obstacles.
 - Implemented core gameplay mechanics, including object collision detection and scoring, using Java.
 - Created responsive controls and a user-friendly interface for a seamless gaming experience.
 - Optimized code to ensure performance and scalability for increasing difficulty levels.*(Tech Stack: Python,)*
- **Brick Breaker:** Developed a classic arcade game featuring a ball breaking bricks with progressive difficulty.
 - Implemented paddle movement, ball physics, and brick destruction using C.
 - Designed varying brick layouts and added power-ups to enhance gameplay.
 - Improved code architecture to maintain efficient performance and scalability.*(Tech Stack: C)*

Skills

- **Programming Languages:** C, Java (Basics), Python
- **Database Systems:** SQL

Achievements

- **AlgoUniversity Technology Fellowship (ATF), 2024**
 - Ranked in the **top 5 percentile** among 20,000+ applicants nationwide.
 - Successfully cleared **Stage-I** and **Stage-II** coding tests.
- **TechBee: HCL Early Career Program, 2022**
Selected for a role in software development and IT.