Yashvi Dhar

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Chembur, Mumbai

Academics

Examination	Institute	Year of Completion	Board	Percentage/ Grades Secured
10th Std.	St.Gregorios High School	2018	I.C.S.E.	98.00%
12th Std.	Gopi Birla Memorial School	2020	C.B.S.E.	95.60%
Bachelor of Engineering	Vivekanand Education Society's Institute of Technology		Mumbai University	Avg. CGPA of Semester1 10/10

Skills:

Java, C++, SQL, C programming, Python (currently learning), HTML, CSS, Java Script, Android Studio, MS Office and HTML.

I also aim to acquire the below listed skills
Flutter, React, React Native, and Firebase

Trainings and Certification:
- Attended a course on public speaking at "The Indo-American Society, Mumbai".
- Completed Speech and Drama course from "The Trinity College of London" (Grade 5).

Projects:
- Developed Banking Management System as part of the C.B.S.E. final board project in 12th grade with features like Account Creation, Deposits, Withdrawal and Balance printing.

- Developed program for Housie game and Optimization of lift usage to enhance my coding skills. Key features of Housie game are to generate house tickets using random numbers between 1 to 99 in a 3x3 grid and call-out numbers randomly to play the game. Key features of optimization of lift usage is to operate the lift closest to the call-floor.

- Developing an app for employee management in large-scale organisations. The objective of the project is to create an application based service with the framework of a management system targeted towards workplaces. It would have all the basic features that would help in running an office environment smoothly. It will consist of a Well-designed database to store employee information and a user friendly front-end for the user to interact with the system.

- Developed a brick-breaker game inspired from the classic Nintendo. The game consists of one level and requires no user input and would entirely be based on GUI. The player uses a paddle to bounce the ball on it and hit the bricks with the ball. The more the bricks break, the more is the score. The game ends if the ball hits the bottom or runs out of bricks.

- A basic animation of fishes swimming in an aquarium with pebbles and bubbles to make it more realistic.

➤ An app to generate a given no of random values within a specified range.

➤ An app to convert the text in an image into a editable format

Languages Known:
➤ English : Fluent
➤ Hindi : Proficient
➤ Marathi : Basic

Hobbies And Extra Curriculars:
➤ Playing the Keyboard: I have passed exams conducted by Sangeet Academy (Grade 4).
➤ Playing Badminton: I have represented my school in DSO State level Inter School tournament.
➤ Completed Photography workshop conducted by "The National Institute Of Photography".
➤ Volunteered in "The Rotaract Club, Mumbai".
➤ Travelling especially to wildlife sanctuaries and natural reserves.
➤ Learning to play Chess and solving Rubik's Cube from You Tube.

Github: https://github.com/yashviiii

Linkdeln: https://www.linkedin.com/in/yashvi-dhar/

I, Yashvi Dhar, hereby declare that all the information above is true to the best of my knowledge.