

# Aditi Singh

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## Skills

**Languages:** Java, Python, JavaScript, TypeScript, GoLang, HTML5, CSS3 SQL

**Technologies & Tools:** ReactJS, Angular, NodeJs, ExpressJs, Puppeteer, Karma, Git/Github, Github actions, Docker

**Advance Data structures and algorithms in Java**

## Education

**IIMT University, Meerut**

B.Tech in Computer Science and Engineering

Sep 2023 - Present

**CGPA(1st year): 8.6/10**

Relevant Coursework: Object Oriented Programming, Databases, Discrete Maths, Data Structures and Algorithms, Operating Systems, Computer Networks, Computer Organization and Architecture, Data Mining, Advance Data Structures and Algorithms, Information Retrieval, Image Processing, Networking, Scalability issues, Data compression.

## Project Work

- **Tic-Tac-Toe Game (JavaScript) (2025):** Developed a dynamic game using HTML, CSS and JavaScript. Implemented game logic to check for winning conditions and handle draws. The interface includes a reset button to restart the game and a message container to display the game outcome. Utilized event listeners to manage user interactions and update the game state in real-time. Styled the game for a visually appealing and user-friendly experience. This project demonstrates proficiency in front-end development and interactive web applications.
- **Weather-App (JavaScript, HTML, CSS) (2025):** For this project, I have used the an API to show the temperature, but as a website, this would request your localization and send the requirements for the API, the API returns the temperature, day, local, sunrise and sunset.
- **Currency-Converter (JavaScript, HTML, CSS) (2025):** The application allows users to convert amounts between different currencies using the latest exchange rates fetched from an external API. It features dynamic country flag updates based on selected currencies and initializes with default currency selections (USD to INR). The code includes event listeners for user interactions and handles input validation for conversion amount.
- **Rock-Paper-Scissors Game (JavaScript, HTML, CSS) (2025):** Developed an interactive Rock Paper Scissors game using HTML, CSS, and JavaScript. The game features real-time score tracking and displays messages indicating the outcome of each round. This project demonstrates proficiency in front-end development, including DOM manipulation, event handling, and basic game logic implementation.