Aryan Bhagwat

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I am a Computer Science undergraduate with expertise in web technologies and database management. With hands-on experience in building eCommerce site and dynamic user interfaces, I aim to leverage my skills to solve complex problems and contribute to a collaborative team.

SKILLS

- Language : Python, C++
- Database : MongoDB, SQL
- Frontend : HTML, CSS, JavaScript
- Tools and Tech : DBMS, VS Code, MS Office

EDUCATION

Bachelor in Computer Science | 2022-2025
Rajiv Gandhi College of Engineering, *Vashi*
- GPA: 8.55

HSC | 2020-2022
Karmaveer Bhaurao Patil College, *Vashi*
- Percentage: 53.83

SSC | 2020
Sharada Vidya Niketan highschool, *Navi Mumbai*
- Percentage: 74.20

PROJECTS

Development of an E-commerce Platform for Online Retail
Rajiv gandhi College, vashi, Last Semester of 2024
Skills: Javascript, MongoDB, Html, Css
- Designed and developed a fully functional eCommerce platform using HTML, CSS, JS for Frontend development and MongoDB for data storage.
- Implemented product management, and order processing features to provide a seamless shopping experience.
- Created a dynamic and responsive frontend using HTML, CSS, and JavaScript
- Presented the final project to faculty, demonstrating key features such as real-time order tracking, user profiles, and shopping cart functionality. Received positive feedback for functionality and user interface design.

GO-GO Game
Rajiv gandhi College, vashi, Second Last Semester of 2024
Skills - HTML, CSS, JavaScript
- Go-Go Game Development: Designed and developed a 2D platformer game using JavaScript, HTML, and CSS, with an emphasis on collecting coins and navigating through the environment. Implemented the core mechanics in the game to ensure smooth and engaging gameplay: player movement, collision detection, and level progression.
- Demonstrations of skills: Web development (HTML, CSS, JavaScript), creating game mechanics, object-oriented programming, and collision detection; UI/UX designing for a responsive player experience
- Main Features: Dynamic levels are designed to get increasingly tough and with physics-based interaction and optimisation for cross-platform compatibility and with the minimal resource usage of the game.

Extra Curricular
- *Participated in College Events and lead as leader*
- *Hobbies: Playing Cricket, Badminton, Video Editing*