

ANANDAPRIYA M

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CAREER OBJECTIVE

To begin my career as a Full Stack Developer, applying my knowledge of web technologies to create functional and user-friendly applications, while gaining hands-on industry experience.

EDUCATION

B.E. CSE	Government College of Engineering, Erode.	8.12 CGPA	2023 – 2026
Diploma in CSE	Maruthi Polytechnic College, Salem.	96.12%	2020 – 2023
SSLC	Nithyananda Gurukul, Bengaluru.	69%	2018

INTERNSHIPS

Python Full Stack Intern	Gateway Software Solutions	Jun – Jul 2025
<ul style="list-style-type: none">Gained practical experience by developing dynamic web applications using Django and Python, integrating backend logic with database models.Designed and implemented responsive and visually appealing user interfaces using HTML, CSS and JavaScript.Created complete CRUD functionalities and implemented secure user authentication features in Django projects.		
Web Development Intern	InternPe (Remote)	Mar 2025
<ul style="list-style-type: none">Developed responsive and interactive web interfaces using HTML, CSS, and JavaScript to enhance user experience.Optimized page layouts and loading speed to ensure cross-browser compatibility and mobile responsiveness.		

PROJECTS

Library Management System

- Developed a Django-based web application that allows users to sign up, browse and borrow books, track borrowed items, and manage returns with automatic fine calculation.
- Designed a searchable and responsive book catalog with dynamic stock updates, modal popups for book details, and role-based views for users and administrators.
- Implemented session-based login/logout, real-time fine computation for overdue books, and a dashboard that clearly displays borrowing status and penalties.

E-Commerce Website

- Co-developed a responsive online store using HTML, CSS, and JavaScript, featuring product listings, a Wishlist, and an interactive shopping cart system.
- Designed clean and user-friendly layouts with responsive design techniques using Flexbox and media queries to ensure seamless performance across devices.

Connect 4 Game

- Built an interactive offline **two-player game** using HTML, CSS and JavaScript with a grid-based board.
- Implemented win detection logic for horizontal, vertical, and diagonal connections, along with real-time highlighting of winning moves. Enhanced gameplay with **reset/restart functionality**.

CERTIFICATIONS

HTML	Infosys Springboard	October 2024
Java Programming	NPTEL	April 2024
Maria DB	Infosys Springboard	August 2024
MongoDB with Python	Infosys Springboard	August 2025

TECHNICAL SKILLS

- Programming LanguagesHTML | CSS | JavaScript | Java | Python (basic) | C (basic)
- FrameworksDjango
- Development ToolsVS Code
- Soft SkillsTeam collaboration | Time management