TANISHA RAWAT

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Knowledgeable and detail-oriented BCA graduate with strong analytical and teamwork skills, seeking an entry-level position in the IT sector to apply academic knowledge and build hands-on experience

Objective:

Motivated and dedicated BCA graduate with a 70% academic score, seeking an opportunity to gain practical experience and contribute to a dynamic organization. Eager to apply my knowledge and skills in a real-world environment to enhance my professional development while making a meaningful impact.

Education:

Bachelor of Computer Applications (BCA) - [2025]

[Goswami Ganesh Dutta Santam Dharam College], [Chandigarh]
- *Relevant coursework*: Programming in C, C++, HTML, CSS, Web Development, Object-Oriented Programming (OOP).

Higher Secondary Education (12th Grade) - [2022]

[GMSS School Sector 37B], [Chandigarh]
- Subjects studied:-Economics, Information Tech., English, Web Application, Punjabi.

Skills:

- Proficient in programming languages such as C and C++,
- Basic understanding of web development technologies including HTML, CSS, and JavaScript.
- Strong analytical and problem-solving abilities.
- Good communication skills and ability to work well in a team.
- Excellent time management and organizational skills.

Projects:

❖ An OCMS(Online Café Management System)

- **1. Purpose and Motivation**

The project aims to digitize cafe operations through a web-based system that replaces manual tasks like order-taking, billing, and inventory tracking. This shift enhances accuracy, efficiency, customer experience, and adaptability to modern digital trends.

◇ **2. System Architecture and Technology**

OCMS is built using a **three-tier architecture**:

- **Frontend:** HTML5, CSS3, JavaScript for user interaction.
- **Backend:** PHP for business logic.
- **Database:** MySQL for data storage and management.
  The Agile methodology ensures iterative development, testing, and adaptability.

◇ **3. Core Functionalities**

Key modules include:

- **Customer side:** Registration, menu browsing, online order placement.
- **Admin side:** User management, inventory control and menu management.

◇ **4. Database and Reporting**

The database is relational, normalized, and includes entities like User, Order, Menu Item, Inventory, and Payment.

❖ Cyberpunk Tic-Tac-Toe

◇ **1. Purpose and Motivation**

This project aims to modernize the classic Tic-Tac-Toe game with a futuristic cyberpunk aesthetic. The motivation was to move away from basic alert-based games and create a visually immersive and interactive experience that combines fun with a glowing, animated interface.

◇ **2. System Architecture and Technology**

- **Frontend:** HTML5 for structure, CSS3 with neon and animation effects for visuals, and JavaScript for game logic.
- **No backend required** as it is a browser-based standalone application.
- Emphasis on modular JavaScript for scalability (e.g., easy grid expansion).

◇ **3. Core Functionalities**

- Interactive **3×3 game board** with animated hover effects.
- **Win detection** across rows, columns, and diagonals.
- **Custom win popup** (replacing default alerts).
- **Scoreboard tracking** with live updates.
- **Restart functionality** for new matches.

◇ **4. Design and Experience**

- Neon-styled glowing grid and typography.
- Cyberpunk background animations with pulsing effects when a player wins.
- Immersive UX with smooth transitions.

❖ Glassy To-Do List

◇ **1. Purpose and Motivation**

The goal of this project was to build a productivity tool with a sleek futuristic look while focusing

on usability and responsiveness. Motivation came from enhancing the traditional To-Do app with real-time stats and glassmorphism design for a modern appeal.

◇ **2. System Architecture and Technology**

- **Frontend:** HTML5 for structure, CSS3 with glassmorphism and neon accents for styling, JavaScript for task management logic.
- **Video background** with color overlay for a dynamic atmosphere.
- No backend required (all operations client-side).

◇ **3. Core Functionalities**

- Add, edit, delete, and mark tasks as complete.
- **Real-time task statistics**: total and completed counters.
- Strike-through animation on completed tasks.
- Inline editing of tasks with validation.
- Keyboard shortcuts (Enter to add).

◇ **4. Design and Experience**

- Glass-style task container with glowing animated borders.
- Responsive and minimal UI with high readability.
- Dynamic background video to create a futuristic environment.

❖ Dark / Scientific Calculator

◇ **1. Purpose and Motivation**

The purpose of this project was to design a calculator that is both visually appealing and functionally powerful. Unlike simple calculators, this one includes a scientific mode with extra operations, ensuring flexibility for students and professionals.

◇ **2. System Architecture and Technology**

- **Frontend:** HTML5 structure, CSS3 with glass-inspired panels, and responsive layout.
- **Logic:** JavaScript dynamically generates keys and handles mathematical expressions.
- **Mode toggle:** Switch between standard and scientific functions (DEG/RAD).

◇ **3. Core Functionalities**

- Expression and result displayed separately for clarity.
- Scientific operations like trigonometry, logarithms, and exponents.
- **Mode switch:** Degree and Radian support.
- Hover animations and large interactive keypad.
- Responsive design for desktop and mobile.

◇ **4. Design and Experience**

- Dark futuristic theme with glowing accents.
- Smooth hover effects on keys for tactile feedback.
- Compact yet powerful interface with emphasis on readability.

Languages:

- English (Fluent)
- Hindi(Fluent)

Punjabi