



Anita Kumari Pandey

Junior Associate

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PROFILE

I am a responsible and hardworking IT person with a passion for learning new technologies and skills. I have worked on various projects, which has helped me adopt changes quickly and made me a mature team worker. With experience in game development, mobile, and web applications, I am always looking for new opportunities to further my skills.



SKILLS

- Flutter & Dart
- HTML/CSS
- Bootstrap
- JavaScript
- UX and UI
- Frontend Web and Mobile Development.
- GIT/TFS
- Firebase
- REST API



WORK EXPERIENCE

JUNIOR ASSOCIATE

Augusta High-tech Solutions, Coimbatore Oct 2021 - 30 June 2023

Flutter Developer

- I am a Junior Associate with experience in designing Android and Web UX and UI using Flutter and Dart. I have worked on developing advanced applications for the Android Platform and created complex UI, REST API Integration. I am familiar with Flutter and Dart with their different State Managements like Provider and Get X.

Unreal Developer

- Familiar with the basic of Unreal Engine - Completed Udemy course on Unreal Engine 5 - The complete Beginner's Course.
- Worked with Designing a Blueprints creating the simple world with Actors, players & input, collisions and Audio.
- Created Multiplayer sessions in Unreal Engine with C++ with the help of Steam, also created using EOS.
- Have Created Characters Using Maximo.
- Created Simple Games using Unreal and C++.

TRAINEE PROJECT DELEGATE(Intern)

Infognana Solutions, Coimbatore June 2021 - Sep 2021

- Designing Android and Web UX and UI using Flutter and Dart. Developing Advanced applications for the Android Platform.



EDUCATION

Bachelor Of Engineering

Anna University 2017 - 2021

Course - Computer Science & Engineering
- CGPA 7.8%

Class - 12th 2016 - 2017

Good Shepherd Higher Secondary School - 68.0%

Class - 10th 2014 - 2015

Good Shepherd English School - 8.6%



PROJECTS

Flutter UI Development

- Apps Using Flutter & Dart

- Online Shopping App using Rest API
- Meal Application - Navigating & Multiple Screens

Project: Tennis Application - Duration- 6 months

- Technology - Flutter
- Available In: Android , iOS, Desktop

Description: An application for tennis players to find online players and professionals for coaching, events, tennis courts, matches, and more.

- Features included: Tennis Stores, Videos, posts, add or friends with players, chats system between users, google maps for users, match notifications, reminders, based cloud recording, integrated third party Agora Services.

Project: Procial Application - Duration- 4 months

- Technology - Flutter
- Available In: Android , iOS, Desktop
- Description: An application for professionals in event management. Experience in developing complex UI and integrating them.
- Features included: Messages, Events, vendors, posts by the professions, Connections, attendees, profile pages, event reminder, event detail pages and calendar.



ADDITIONAL COURSES

- Unreal Engine 5: The Complete Beginner's Course(Completed) - Udemy
- Unreal Engine 5 C++ Multiplayer Shooter (On Progress) - Udemy
- C++ Programming for Unreal game development(On Progress) - Coursera
- Flutter Development Bootcamp with dart by Angela -Udemy
- Flutter and Dat - The complete Guide by Maximilian - Udemy

Project: Boca Raton - Duration- 3 weeks

- Technology - Flutter
- Available In: Android , iOS, Desktop

Description: An application based on hospitality, golf courses, spa, beach club, and other services

- Experience in developing complex layouts and User Interface for the BO and mobile apps.

Projects Using Unreal Engine 5

- Multiplayer Shooter Game