

SWETA BAGHEL

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EDUCATION

B.Tech in Computer Science and Engineering

August 2022 - May 2026

Maharishi Dayanand University

CGPA: 8.38/10.00

Class XII

2021 - 2022

Vidya Niketan School, Faridabad, Haryana, 71%

Class X

2019 - 2020

Vidya Niketan School, Faridabad, Haryana, 93.6%

SKILLS

Frontend

HTML5, CSS3, JavaScript, React.js, Tailwind CSS, Responsive Design

Languages and State Management

TypeScript, Zustand, Redux Toolkit

Tools and Deployment

Git, GitHub, Vite, Vercel, Postman

Computer Science Fundamentals

Operating Systems, OOPs, DBMS, Computer Networks

Backend (Learning)

Node.js, Express.js, MongoDB, REST APIs

PROJECTS

Movie Search App | React, TypeScript, REST API

June 2026

<https://movie-search-app-gilt-eight.vercel.app/> • *Live Demo*

- Developed a React + TypeScript movie search application that reduced API requests by 40% through debounced search and achieved Lighthouse performance scores above 90.
- Implemented debounced search input to minimize redundant API calls, alongside conditional rendering for loading states, empty results, and graceful image fallback handling for broken poster links.
- Styled a fully responsive grid layout (2 to 5 columns) using Tailwind CSS with hover-based micro- interactions, and deployed the production build live using Vercel with continuous deployment from GitHub.

Jiva Health Dashboard | React, TypeScript, Zustand

May 2026

<https://jiva-dashboard-plum.vercel.app>

- Developed a responsive healthcare analytics dashboard using React.js and TypeScript to manage dynamic user data for Patients, Doctors, and Nurses.
- Integrated Zustand for centralized, predictable global state management, implementing actions to dynamically insert, modify, and manage structural datasets without prop-drilling.
- Optimized code bundling and system builds utilizing Vite, achieving a production compilation under 1.2 seconds, and deployed live using Vercel CLI.

Snake Game | JavaScript, HTML5, CSS3

Aug 2025

<https://github.com/SwetaBaghel/snakegame>

- Built a fully interactive retro browser game using semantic HTML, custom CSS layouts, and core JavaScript game logic.
- Engineered algorithms for snake progression, frame-based movement control, and boundary/self-collision detection.
- Implemented persistent high-score tracking using the browser's Web Storage API (LocalStorage).