Ashish Kumar

Education			
B.Tech in CSE	Shobhit University	Meerut	08/2023 - Current (Expected Graduation:08/2027)
 Major in Computer Science & Engineering Maintaining a CGPA: 8.0 / 10.0 (till 2nd Semester) 			
Experience	Cod soft	Remote	04/2024 to 05/2024
 Completed hands-on projects to strengthen Python Gained practical experience in Python programming 		•	
Cyber Security Internship	Prodigy infotech	Remote	07/2024 to 08/2021
Hands-on experience in identifying vulnerabilities an	nd implementing security measures	S.	
 Enhanced skills in cybersecurity protocols and threa Projects 	•		_
 Developed a C-based multiplayer game simulating assignments using a shuffle algorithm. Implemented role-based logic where players intergame. Utilized C programming techniques such as array experience. 	act through input prompts, and role	es are shuffled and evalu	ated dynamically within the
experience.	To-do-list		Source code
• Developed a feature-rich to-do list application using prioritization, and user authentication	React.js, incorporating state mana	gement, time and date ir	ntegration, task
Python Programming	Childhood game		Source code
Designed and developed a Tkinter-based game a	app featuring 10 diverse mini-game	es, focusing on user enga	agement and interactive
 Implemented game logic and user interface elemgaming experience. 	nents using Python and Tkinter, en	hancing programming sk	rills and creating a dynamic
Skills:			-

• Core: Data Structures and Algorithms, Object Oriented Programming, DBMS, Computer Architecture & Organization

Achievements & Certifications:

- Participant in Fetch-a-thon42, Code Kshetra, and SIH Internal 2023 [Hackathons].
- First place in Shobhit University Code Hunt, second in Azure Cloud Quiz, and E-Cell Ideation.
- Certificates in Cybersecurity and Android Fueling Innovation.

CO-CURRICULAR:

- Participated in a coding competition at my university and achieved first place, secured second place in an Azure Cloud competition, and won a LinkedIn Premium voucher in the Azure Cloud Quiz.
- Developed a Tkinter-based app Childhood Games with 10 mini-games. Participated in coding challenges, building mini-game prototypes, and collaborating in 3 hackathons.