

# Abhimanyu Raj Put

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## EDUCATION

**Bachelor of Science in Computer Science; CGPA 3.7**

**December 2021**

Washington State University,  
Pullman, WA

**Relevant Courseworks:** Design and Analysis of Algorithm, Advanced Data Structures, Microprocessors, Automata and Formal Languages, Software design project, Systems programming, Software Design Using Object Oriented Paradigm.

## SKILLS & ABILITIES

C, C++, JAVA, HTML, CSS, JavaScript, Python, 8086 MC programming.

## PROJECTS

### **PACMAN**

**December 2020**

In my advanced data structure course's me and my teammates designed a game similar to Pac-Man using C++ language. We used the Dijkstra algorithm and containers like maps to make the game run. The SFML library was used by me and my teammates for this game to help us out with graphics and audio. We have used audio files to open the game, to collect a coin, to eat fruit, and to die. Working on this project helped me achieve better project monitoring skills and also helped me learn new programming skills.

### **RESUME**

**October 2020**

I created a website that gives a brief description about me and regarding my work in the college which includes my projects, relevant coursework, the skills that I have developed over the years. The website also provides access to my Github and Linked In accounts. I have used Git pages to host my website. The technologies I have used to complete this project are **Node.js, JavaScript, HTML, CSS**.

### **DIGICLASS**

**March 2020**

This application helps the students to watch lecture videos and other educational content with friends or classmates. This software also helps the students to interact with each other using the chat window and also allows the students to take notes together providing more of an in-person class experience. This application also provides the students to choose their host so that the main functionalities are handled by only one person. The main motto of this application is to provide students in-person class experience as there is not much human interaction involved in online classes. I have used the following technologies to complete this project: **Node.js, Amazon EC2, Heroku, PM2, HTML, CSS, Bootstrap**.

## EXPERIENCES

- **Internship Program in Machine Learning at Verzeo, Bangalore, India** **June to July 2019**
  - Worked with team members on projects involving Machine Learning using python such as facial recognition.
  - Designed the face recognition software utilizing machine learning algorithm.
- **Internship at Standard Corporation, India** **June to July 2018**
  - Created software using C++ to keep track of the local dealerships and generate sales report.
  - Worked with the Account Services Department in order to validate the results of the software and produce a project reports.

## HONORS AND AWARDS

- **International Merit Award** for Academic performance at Washington State University. **Spring 2021**
- **Prime Minister Scholarship** Recipient for Academic Achievement. **August 2017**