## ABHISHEK PANDEY

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#### **Education**

Shri Ramswaroop college of engineering and management, Lucknow, India

2022-2026

Branch: Information Technology | percentage: 82.921

Kendriya Vidyalaya Sangathan, Lalgani ,Raebareli ,India

2020-2021

• CBSE (Class XII), percentage: 89.8

2018 - 2019

CBSE (Class X), percentage:74.2

#### Skills

Python | Java | HTML|CSS | Machine Learning | NodeJS | MongoDB | React | MySQL | Git | DBMS

## **Work Experience**

## **IBM Internship Experience**

2023-24

During my college internship at **IBM**, I worked on projects involving **Python**, **Web Development**, **and Data Science**, gaining hands-on experience in cutting-edge technologies.

## **Python Development:**

- Developed scripts and applications using **Python** to automate processes and analyze data.
- Worked with libraries such as Pandas, NumPy, Matplotlib, and Scikit-learn for data manipulation and visualization.

### Web Development:

- Designed and developed responsive web applications using HTML, CSS, JavaScript, and React.js.
- Integrated backend services with Node.js, connecting databases like MongoDB and MySQL. Key

#### **Achievements:**

- Developed a data-driven web application that enhanced decision-making for internal processes.
- Optimized a machine learning model.

## **Projects**

1. Guesser Game : 2024-25

The Guesser Game is an interactive Python-based game where the player has to guess a randomly generated number within a certain range. The game provides hints based on the guessed number to guide the player toward the correct answer.

## Technologies Used:

- Python for core logic
- Random library for number generation
- Loops & Conditional Statements for game flow
- User Input Handling for interactive gameplay

#### Features:

Generate a random number within a predefined range (e.g., 1-100)

- Allows multiple attempts with hints like "Too High" or "Too Low"
- . Implements a scoring system based on the number of attempts
- Option to restart the game after a correct guess

#### 2. Mobile Update System:

The Mobile Update System is a Python-based project that simulates a software update mechanism for mobile devices. It checks for available updates, downloads necessary files, and applies the update while ensuring system integrity. Technologies Used:

- Python for scripting automation
- Requests library for fetching update files from a server
- OS module for file handling and system c
- 3. Chatbot with OpenAl API Builds a chatbot that interacts with users.

## **Academic and Extracurricular Achievements**

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# **Positions of Responsibility**

Society / Club 1 | Position Jun'20 - Present

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Society / Club 1 | Position

Jun'20 - Present

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# How to use this?

Make a copy of the template and then make changes