

Abhrajyoti Kundu

Enthusiastic coder

2nd Year student with good problem solving skills and ability to perform well in a team. Passionate about coding and learning new technologies.

✉ abhrajyoti00@gmail.com

📍 Siliguri

in linkedin.com/in/abhrajyoti00

📞 +91 8167403249

🌐 abhracodes.blogspot.com/

🐙 github.com/Abhrajyoti00

EDUCATION

B.Tech in Information Technology

Kalyani Government Engineering College

08/2019 - Present

Kalyani, West Bengal

Grades

- 9.77 SGPA till 2nd Year, 3rd Sem
- 8.84 YGPA in 1st Year

ALL INDIA SENIOR SCHOOL CERTIFICATE EXAMINATION

Techno India Group Public School

2017 - 2019

Siliguri, West Bengal

Percentage

- 93.2%

INDIAN CERTIFICATE OF SECONDARY EDUCATION

Don Bosco School

2007 - 2017

Siliguri, West Bengal

Percentage

- 95.4%

WORK EXPERIENCE

Member

KeyGenCoders

11/2020 - Present

KGEC Coding Club

Achievements/Tasks

- Took informative classes where I have taught my juniors various topics on coding like Time & Space Complexity Analysis, Modulo Operations and Sieve of Eratosthenes

MEMBER

INFINITIO - KGEC

09/2020 - Present

KGEC Maths Club

Achievements/Tasks

- Prepared a Video Content on the famous paradox - "The Monty Hall Problem" [🔗](#)

INTERN & MEMBER - CONTENT WRITER

KGEC-ECELL

2019 - 2021

KGEC Entrepreneurship Cell

Achievements/Tasks

- Wrote a Content on the topic, "Is Reliance Buying Tiktok-India?" [🔗](#)
- Had an F2F interview with Mr. Aisik Paul, the Co-founder & CTO at Data Sutram and gained valuable insights about how they build intel from external data to provide location-based data intelligence. [🔗](#)

SKILLS

C++

Python

Data Structures and Algorithms

Git

Linux

Machine Learning

Deep Learning

PERSONAL PROJECTS

Parking Lot Project

- https://github.com/Abhrajyoti00/Parking_Lot_Project
- Created an interactive Parking Lot using C++ STL
- Includes - **Interactive command-based, file handling and menu driven** approaches

2048 Game

- <https://github.com/Abhrajyoti00/2048-Game>
- Created the 2048 Game using **Tkinter**, the standard GUI library for **Python** and applied matrix manipulation logics.

Huffman Coding Project

- <https://github.com/Abhrajyoti00/Huffman-Coding-Project>
- Implemented using three main data structures : **Min Heap, Hash Map and Binary Tree.**
- Compressed the original Text file of size 2 MB to a Binary file with a size of 1.09 MB and decompressed it to receive the exact replica of the original text file.

BlackJack Game

- <https://github.com/Abhrajyoti00/BlackJack-Game>
- Created the famous card game - BlackJack using **Python OOPs.**

SMS-Spam-Classifer-Project

- <https://github.com/Abhrajyoti00/SMS-Spam-Classifer-Project>
- Created an SMS Spam Classifier to classify an SMS as Spam or Ham
- Fitted the data using **Multinomial_Naive_Bayes** and achieved an **accuracy of 97%**

CERTIFICATES

Certificate of Excellence in Data Structures and Algorithms in Python - issued by Coding Ninjas (08/2020 - 12/2020)

<https://github.com/Abhrajyoti00/Data-Structures-and-Algorithms/blob/master/Coding%20Ninjas%20DS-ALGO%20Abhrajyoti.pdf>

Neural Networks and Deep Learning - issued by DeepLearning.AI

<http://coursera.org/verify/EAYWUJWJSPQL>

Machine Learning by Coursera

<https://www.coursera.org/account/accomplishments/records/GW2JQMGA9SXE>

2020 Complete Python Bootcamp From Zero to Hero in Python

<https://www.udemy.com/certificate/UC-0ff51a4c-2ec3-4a03-aa5b-210004ecec5/>