ADITYA GHOSH

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Ghaziabad, Uttar Pradesh - 201009, India

EDUCATION

• **ABES Engineering College** *November 2022 - June 2026*
Pre-University Education Ghaziabad, India
  ◦ Grade: 8.4 CGPA

• **Kendriya Vidyalaya No. 1 Armapur, Kanpur** *May 2021*
Secondary Education Kanpur, India
  ◦ PERCENTAGE: 96%

PROJECTS

• **Project A: Tic-Tac-Toe Game** *November 2024*
Tools: [HTML, CSS, JavaScript] Link
  ◦ Developed a 3x3 Tic-Tac-Toe game using HTML, CSS, and JavaScript for structure, styling, and interactivity.
  ◦ Implemented game logic to handle player turns, check win/draw conditions, and prevent invalid moves.
  ◦ Designed a responsive and user-friendly interface with reset functionality for repeated gameplay.

• **Project B: Weather App** *December 2024*
Tools: [HTML, CSS, JavaScript] Link
  ◦ Uses Geolocation API to detect user location and fetch real-time weather data.
  ◦ Built with HTML, CSS, and JavaScript featuring a clean, responsive UI.
  ◦ Allows users to search and view weather details of any city manually.

TECHNICAL SKILLS

• **Programming Languages:** C++, C, Java
• **Web:** HTML, CSS, JavaScript, React, MySQL
• **Systems:** Linux, TCP/IP, Operating Systems, DBMS, Networking
• **Tools:** Git, GitHub

CODING PROFILES

CodeChef : Profile
LeetCode : Profile
GFG : Profile
Coding Ninjas : Profile

ACHIEVEMENTS AND CERTIFICATIONS

• **Hackerrank - Problem Solving(Intermediate)** *December 2023*
• **IBM Cognitive Classes - Python 101 for Data Science** *July 2024*
• **Semi-Finalist – HackWithMait (MAIT)** *January 2024*
• **Winner – HackOVerse, Best Pitcher Award** *April 2024*

ROLES OF RESPONSIBILITY

• **Enigma Programming Club** Member, Actively handling and promoting a coding community *Nov 2023 - Present*