

Aman Kumar

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EDUCATION

• GLA UNIVERSITY MATHURA

Bachelor of Technology CGPA: 9.0

Uttar Pradesh, India

September 2022 – Till Now

Courses: Operating System, Computer Network, Data Structures, DBMS, OOPS

SKILLS

- Languages: **Python, Java, HTML, CSS, SQL**
- Databases: **SQL, MongoDB**
- General: **Data Structures and Algorithms, OOPs with Java, GitHub, Linux**

PROJECTS

- **Hangman ([link](#))** – It is a classic word-guessing game typically played between two or more people. One player thinks of a word and the other player(s) try to guess it by suggesting letters one at a time.
 - Developed a classic Hangman game using Python programming language.
 - Implemented core game mechanics including word selection, letter guessing, and game state management.
 - Created functions to randomly select words from a predefined list and manage player guesses.
- **Password Generator ([link](#))** - Developed a Python script to generate secure and randomized passwords for user accounts and online security.
 - Includes a variety of character types (uppercase letters, lowercase letters, numbers, and special characters).
 - Ensures password strength and randomness for enhanced security.
 - Implemented a randomization algorithm to ensure each generated password is unique and secure.
- **Rock-Paper-Scissor ([link](#))** - It's popular game among people of all ages and can be played anywhere with just hands, making it a convenient and enjoyable pastime.
 - Incorporated logic to determine the winner based on game rules, showcasing problem-solving and algorithmic skills.
 - Implemented user-friendly interface allowing players to input their choice and view the computer's selection.
- **Sudoku Solver** -A Sudoku solver is a computer program or algorithm designed to solve Sudoku puzzles automatically. Sudoku is a popular logic-based puzzle game played on a grid of 9x9 cells, divided into nine 3x3 sub grids. The goal of the game is to fill in the grid such that each row, column, and 3x3 sub grid contains all the digits from 1 to 9 without repetition.
 - Developed a Sudoku solver program using java.
 - Implemented an efficient algorithm to solve Sudoku puzzles, utilizing techniques such as backtracking or constraint satisfaction.

HOBBIES

- Playing games like volleyball and cricket.
- Reading books.