

Amanpreet Singh Bhasin

<https://amanpreetbhasin.com>

Personal Info

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Social

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Technical Skills

Languages and Frameworks -

HTML, CSS, Java Script, JQuery, Bootstrap, PHP, Core Python, Core Java, C/C++.

Tools and Softwares -

Git, GitHub, DevC++, Eclipse, NetBeans, WordPress, Joomla, PhotoShop, Illustrator, MS Office, Pycharm, Anaconda, Atom.

Competitive Programming and Algorithms

Achievements

- 4 stars- Python (Hackerank)
- Placement Coordinator (2015-till date)
- Cultural Head of Computers (2013 - 2015)
- InterSchool Declamation Winner (2014)
- Consolation prize in national Creative Writing Competition (2014)

I am 4th year engineering student pursuing Bachelors in Technology in Computer Science from Guru Tegh Bahadur Institute of Technology, New Delhi. Being an engineering student and a developer I want to make and develop new things, learn new methods of solving a problem, learn new technologies, explore new arenas and thus contribute for my nation and the mankind.

Experience

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|---------------------|---|
| July 2018 - Present | Solid State Physics Laboratory, DRDO Trainee Developed the SSPL leave portal using HTML, CSS, Java Script, JQuery, PHP and MySql under the guidance of Deepak Maam (SCIENTIST 'G'), SSPL |
| Jun 2017 - Dec 2017 | TechAltum Pvt Ltd, Noida Trainee Developed a service booking platform 'Qtaskers' under the mentorship of Mr Avinash Malhotra using technologies like DHTML, jQuery and PHP. |

Education

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|-------------|--|
| 2015 - 2019 | Bachelors in Technology (Computer Science) Guru Tegh Bahadur Institute of Technology, GGSIPU Cumulative GPA - 9.01 (Uptil 6th Semester) |
| 2014 - 2015 | Intermediate The Chintels School (ISC Board), Kanpur, Uttar Pradesh Aggregate Percentage - 94.8 |
| 2012 - 2013 | High School The Chintels School (ISC Board), Kanpur, Uttar Pradesh Aggregate Percentage - 95.2 |

Certifications and Courses

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|-------------------|--|
| July 2018 | 6.00.1X: Introduction to Computer Science and Programming using Python Massachusetts Institute of Technology |
| June 2018 | Using Python to access Web Data University of Michigan |
| August 2017 | Pyhton Data Structures University of Michigan |
| August 2017 | Programming for Everybody using Python University of Michigan |
| Currently Ongoing | Introduction to CSS 3 University of Michigan |
| Currently Ongoing | Using Databases with Python University of Michigan |

Projects

HANGMAN GAME (Technologies Used - Python)

A game made purely in Python that contains 55909 valid English words. The game randomly decides a word and gives user 8 guesses (English alphabets) to guess the correct word.

WORD SCRABBLE (Technologies Used - Python)

A game made purely in Python that contains 83667 valid English words. The game randomly generates a handle of few English words and the user has to frame a valid English word using those letters. The greater the length of word framed greater is the score.

PORTFOLIO - <https://www.amanpreetbhasin.com>