Amanpreet Singh Bhasin

https://amanpreetbhasin.com

Personal Info

Address

N-54A, Vijay Vihar,

Uttam Nagar, New Delhi -59

Phone

+91 (9599) 134 336

Email

me@amanpreetbhasin.com

Social

- @AmanpreetBhasin
- @AmanpreetSinghBhasin
- @AmanpreetBhasin

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, Spyder, Atom.

Competitive Programming and Algorithms

Achievements

- 4 stars- Python (Hackerrank)
- 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

July 2018 - Sept 2018	**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

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 - 94.2
2012 - 2013	**High School**
	The Chintels School (ISC Board), Kanpur, Uttar Pradesh
	Aggregate Percentage - 95.2

Certifications and Courses

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