

# Aniket Bajpai

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Punjab CGPA:

6.72

## PROJECTS

### 3D Car racing game using unity engine:

- The primary goal of this project was to make a simple 3D car racing game by using the unity engine and assets .
- Technologies used: Unity engine software, asset store.

### ATTENDANCE- MARKING -SYSTEM:

- Using the webcam, the program recognizes the student or person and compares either faces and personal information to the data in the files before marking their attendance.
- Technologies used: **Python, OpenCV, TKinter**

### MINI PLAYABLE GAME:

- Game logic was based on overlapping of element of array and then giving as the result.,
- Technologies used: **HTML, JAVASCRIPT, DSA, CSS**

## ACHIEVEMENTS

5 STAR @Hackerrank

3 STAR @CodeChef

## LANGUAGES

- English Hindi

## EDUCATION

### LOVELY PROFESSIONAL UNIVERSITY

B. TECH IN COMPUTER

SCIENCE AND ENGINEERING

## SKILLS

### Programming:

- ♦ JAVA ♦ Python ♦ JavaScript
- ♦ UI/UX
- ♦ Data structure and Algorithm
- ♦ Problem Solving

### Framework:

- ♦ Tensorflow ♦ OpenCV ♦ MySQL

## PROFILE LINK

Codechef:// [aniketbajpai48](#)

Leetcode://

[leetcode.com/Aniket975/](https://leetcode.com/Aniket975/)

Hackerrank:// [aniketbajpai48](#)

GeeksforGeeks:// [aniketbao25n](#)

## CERTIFICATES

- Object Oriented Programming using Python - Internship from E Box.
- React JS From E Box.
- Python Basics for Beginners from E Box.