

ANISH.R

Passionate about coding and problem-solving, aiming for an internship to develop software development skills.

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EDUCATION

SANGHAMITRA SCHOOL

GRADE(10) =2010-2022

PERCENTAGE: 97.6

RESONANCE

GRADE (12)=2022-2024

PERCENTAGE: 98

B.Tech in CSE | INTERNATIONAL INSTITUTE OF INFORMATION TECHNOLOGY, Hyderabad

Graduation Year: May 2028

PROJECTS

1. Student Database Management System

- **Description:** A console application that allows users to store, edit, and delete student records. It includes functionalities like adding student details, displaying records, and searching by student ID.
- **Skills:** File handling, data structures (arrays or structs), search algorithms.

2.Simple Calculator

- **Description:** A command-line calculator capable of performing basic arithmetic operations (addition, subtraction, multiplication, and division). It takes user input and displays the result.
- **Skills:** Basic input/output, conditional statements, loops.

3.TIC TAC TOE GAME

Description: A simple two-player Tic-Tac-Toe game where the players take turns marking a 3x3 grid. The game checks for a winner after every move and

SKILLS

TECHNICAL:

C, python , sql ,
nosql

SOFTSKILLS:

LEADERSHIP

CONFLICT RESOLUTION

COMMUNICATION

CREATIVITY

ACHIEVEMENTS

MAINS RANK:1.3K

LANGUAGES

ENGLISH

HINDI

TELUGU

MEMBERSHIP

STUDENT CLUB

displays the result.

Skills: Arrays, loops, game logic.

ACTIVITES

- 1.) Participated in hackathon(2024)
- 2.) Participated in RC car (by robotics club)
- 3.) Participated in Freshers cricket competition

