

Ankit Kumar

Software Engineer

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SUMMARY

Software Engineer with excellent problem-solving skills and ability to perform well in a team. Passionate about Coding and Solving real world problems using Technologies.

EDUCATION

B.Tech in computer science

Lovely Professional University

2019-2023 | Punjab, India

CGPA-8.21

Class XII

MDJ Public School

2018 | Bhojpur, Bihar, India

Class X

Delhi Model Public School

2016 | Bhojpur, Bihar, India

SKILLS

Programming

Python, Java, Java EE, Kotlin, Data Structures and Algorithms

Technologies

ML, Android development

Databases

SQL, My SQL

Libraries

NumPy, Pandas, Matplotlib, Tkinter

Familiar

C, C++, Html, CSS, JavaScript, Nodejs, Flask, Java Servlets, JDBC, Rest API, Heroku

Tools

Eclipse, IntelliJ IDEA, VS code, Android Studio, Anaconda, Git, GitHub, Linux Terminal

Operating Systems

Windows, Linux, Android

Soft Skills

Problem Solving, Team Leading, Teamwork, Self-Management, Fast Learner

INTERNSHIPS

Highradius

Jan 2022 - Present

Full Stack Developer

Project

TO Build an AI-Enabled FinTech B2B Invoice Management Application.

Technologies Used

Machine Learning, Python, Java, My SQL, REST API, Java Servlets, JDBC, HTML, CSS, JavaScript, React JS, Flask

Current Status

- Designed Machine Learning Model with good accuracy, which takes required inputs and predict the clear date for an Invoice.
- Learned all required technologies for the project.

PERSONAL PROJECTS

video conferencing app | Android | Java | Jitsi

Dec 2021

- Video conferencing app where multiple users can interact to each other.
- Using Jitsi API for Implementing video calling features.
- Using Firebase authentication for authentication features.

Fuzzy Controller | Python | ML

Nov 2021

- Implemented Fuzzy Logic for syncing wheels of wheeled Mobile Robot.
- Used 49 fuzzy rules for different error values.

Sudoku Player | Python | Pygame

Oct 2021

- Designed Sudoku game app which can be played by Keyboard and mouse.
- It provides succession to the player whether input value is valid or not.
- Having auto play option in which computer will play the game.
- Auto player is implemented using backtracking algorithm which validate its each moves and moves forward.

Notepad | Python | Tkinter

July 2021

- Text Editor which creates and edit text documents.
- Having features like cut, copy, and paste.

Paint App (Draw) | Android | Java

Aug 2021

- Android App where user can draw and sketch on their screen.
- Using Signature view Library for implementing drawing features.
- Having various features like draw, erase, choose color, pen size, save.

Apps published on Google Play Store

2020

- Maths Table
- Stopwatch App
- Clock App

TRAININGS AND CERTIFICATIONS

- Full Stack Java Training by LPU Jan 2022 – Feb 2022
- DSA in Python by NPTEL Mar 2021
- Data Structures and Algorithms by G.F.G in Java & C++ Jul 2021
- Artificial Intelligence by Skill Up May 2021
- Git And GitHub by Dot Question Mark (LPU) May 2021
- Machine Learning Webinar by Coding Blocks Apr 2021
- Microsoft Classroom AI Series by Microsoft Jan 2021

ACHIEVEMENTS AND VOLUNTEERING

- Getting Elite + Silver in Python DSA by NPTEL
- Technical Lead at Student Organization Griffin responsible for managing technical aspects of events
- LPU-NSS Volunteer