

# ANUJ KUMAR

Entry-Level Software Developer

An Enthusiastic Problem-Solving individual with outstanding domain knowledge of Computer Science.

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## SKILLS

C, C++, Kotlin, Python, Java, Android, Linux, Flask, FireBase, Git.

## EDUCATION

**Gaya College of Engineering, Gaya** – *B.Tech.*

09/2018 – 08/2021

Bachelors of Technology in Computer Science and Engineering Branch – **8.55 CGPA**

- Worked for the welfare of the students and college as a Class Representative.
- Improved the college environment for better opportunities as a Coding Club Co-Founder.
- **Unmasking The Mask: Minor Project** on Object Detection using OpenCV.
- **YouTube Transcript Summarizer: Major Project** on Summarization using a Flask Server.

**Government Polytechnic, Gaya** – *Diploma*

08/2015 – 08/2018

Diploma in Electronics Engineering Branch – **74.88%**

- Worked on Arduinos and Breadboards.

## EXPERIENCE

**Beams, Gaya** – *Android Developer*

07/2020 – 12/2020

- Beams provides an all-in-one ecosystem to let students, teachers and colleges manage their work with ease. My college used this application to digitally manage students online.
- Headed the team of 10 people & developed Android App using Kotlin & Firebase.
- Maintained and structured the non-relational database.

**ICT Academy from IIT Kanpur, Remote** – *Online Summer Training on Cybersecurity*

06/2020 – 07/2020

- Was remotely trained on cybersecurity & scored 85% in the final assessment.
- Utilized knowledge to build two given projects during the training period.

**Internshala Trainings, Remote** – *Online Training on Android App Development*

05/2020 – 06/2020

- Created a Food-ordering App from scratch during the training period.
- I was among the Top-Performing learners of this Training Program as I scored 96% in the final evaluation test and 99% in project evaluation.

## ACHIEVEMENTS

- Inter-College Hackathon 'CodeBlitz' Winner in 2019.
- Won Prizes and a Certificate from Google at Google CodeIn 2017.

## PROJECTS

- **Track Your Bus App:** This Android App is written in Kotlin & uses Google Maps and Firebase. It tracks my college buses by peer-sharing. It improved the presence of students by at least 10%.
- **Aether:** It is a statically typed Programming Language, written with help of ANTLR, Kotlin and Java. Many portions of this project are still under construction.
- **Glaze:** It is a chatting app built using Java on Android. It uses Firebase to store 1:1 as well as group messages.