Asmita Banerjee

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Objective

To secure a challenging position in a reputable organization to inhance my learning skills and also to secure a career opportunity by utilising my training and learning skills, while making a significant contribution to the success of the company

Experience

Google developer club Hitk core member
 Helped in organising several events and collaborated with other clubs

Session 2022 - Session 2023

• Geeks United club Hitk core member Session 2022 - Session 2022 -

Education

Heritage Institute of Technology
 B.tech in Computer Science and Engineering
 8.56 SGPA

3rd Year

National Model Higher Secondary School, Kolkata

2020

Aggregate of 90%

 National Model Higher Secondary School, Kolkata ICSF 2018

Aggregate of 92%

Skills

- Machine learning *Algorithms to imitate the way that humans learn
- Web development
- Programming in C,C++,Java,CSS,HTML,Shell,MySQL and Java script.

Projects

Portfolio Website

Online representation of my work I have created, as well as my skills and experiences made my using CSS and HTML.

· Snake game using Python

In the Snake Game, we have a digital snake that we control using the arrows keys. An apple randomly appears on the screen and our goal is to move the snake so that it eats the apple. The snake grows in size after eating an apple and our objective is to make the snake as long as possible

Achievements & Awards

- Campus Ambassador in Viral fission,CV dragon,Tutor ops
- Participated in Wipro Earthian project 7th edition.