

Avinash Sharma

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DOB : - 13-November-1997
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Academics

Qualification	Institute	Board/University	Year	Percentage
B.Tech. (Computer Science)	B K Birla Institute of Engineering and Technology, Pilani	Rajasthan Technical University, Kota	2015-Pursuing	50.12 (Till VI Semester)
Class 12 th	Shri Paliram Brijlal Sr Sec School, Surajgarh	Board of Senior Secondary Education, Rajasthan	2014-2015	64.40
Class 10 th	Tagore Children Academy, Surajgarh	Board of Secondary Education, Rajasthan	2011-2012	64.67

Technical Skills

- Language : Python (Intermediate+), C (Basic), C++ (Basic), Java (Core).
- Software : Visual Studio, Unity3D, Photoshop, Autodesk 3Ds Max.
- Software Packages : Anaconda, Microsoft Office.
- Other Skills : Git, PyGame, Pandas, Different API's with Python

Training / Work Experience

- Completed 6Week Training on **Python(4Weeks) + PyGame(2Weeks)** with **2 Projects**, From 30th May to 10th July, 2018 at **CETPA INFOTECH PVT. LTD., Lucknow**.
- Completed 4Week Training on **JAVA (Core)**, From 7th June to 4th July 2017, at **CETPA INFOTECH PVT. LTD., Noida**.
- Completed 4Week Training on **Android Application Development**, From 7th June to 18th July 2017, at **CETPA INFOTECH PVT. LTD., Noida**.

Projects

- Created a Space-Shooter game Named Asteroids that has different powers for player like Health Boost, and Increasing Bullet quantity for certain time, Player has 3 Lives at the start, Different Size of Mobs give different kind of Damage to player. -It was created with the help of PyGame Module of Python.
- Created a Tic-Tac-Toe Clone that has Player-Player and Player-AI Modes on a 3x3 Board – The User Interface was created using Tkinter module of Python.
- Created another Game Names Click Me, this game generates a Button with Label “Click Me” inside bunch of Buttons with Label “Don’t Click Me”, Score increases when “Click me” Button is pressed and Decreases when Other one is pressed – Implemented with Tkinter

Date: - 11-10-2018