

# Bishnu Prasad Kar

## Software Engineer

"Passionate software engineer skilled in building robust, scalable applications, with a focus on impactful, user-centered solutions and seamless team collaboration."



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## EDUCATION

### Intermediate in Science

Royal HSS, Bhubaneswar

06/2020 - 04/2022

CGPA/Percentage 93%

### B.Tech in Computer Science Engineering

GIET, Ghangapatna, Bhubaneswar

08/2023 - Present

CGPA 8.9 (Till 3rd Semester)

## WORK EXPERIENCE

### Fresher Software Developer

GIST, BBSR

08/2023 - Present

#### Achievements/Tasks

- "Selected to advance in the Smart India Hackathon 2024, demonstrating strong problem-solving skills and innovative thinking in a competitive, solution-driven environment."
- "Engaged in multiple workshops focused on AI, Machine Learning, and Data Science, enhancing technical expertise and practical knowledge in advanced analytics and predictive modeling."
- "Active member of the Data Science & Analytics Club, collaborating on projects and staying current with industry trends and emerging technologies in data analytics."
- "Continuously advancing skills through specialized courses on Coursera and LinkedIn, with a focus on expanding expertise in data science, machine learning, and software development."
- "Presented innovative ideas at national and international conferences, showcasing expertise and contributing to discussions on emerging trends and solutions."
- "Published a research paper on the design and implementation of an 8-bit Arithmetic Logic Unit (ALU), contributing insights into digital circuit design and computational efficiency."

## SKILLS

Programming Language: Python, C, Java

Web Development: HTML, CSS

Database: MySQL

Developer Tools: Git, Docker

IT Skills: AWS Training

## PERSONAL PROJECTS

### Aim Trainer

- [https://github.com/Bishnu2430/Aim\\_Trainer](https://github.com/Bishnu2430/Aim_Trainer)
- Creating a simple aim trainer using Pygame can be a fun project to improve hand-eye coordination and reaction time for gaming. In this mini-project, you'll make a small window with randomly appearing targets that disappear if clicked within a certain time. This is an excellent way to practice using Pygame and learn about mouse events, time-based mechanics, and basic game logic.

### Location Tracker

- [https://github.com/Bishnu2430/Location\\_Tracker](https://github.com/Bishnu2430/Location_Tracker)
- A geolocation-based attendance app uses GPS to track and record individuals' presence at specific locations, ideal for workplaces, schools, or field-based jobs where verifying physical presence is crucial.

### AI Bot

- <https://github.com/Bishnu2430/Jarvis>
- An AI assistant is a software application designed to simulate human-like interactions by understanding natural language and responding intelligently. It uses machine learning algorithms and natural language processing (NLP) to perform various tasks.

## CERTIFICATES

AWS Internship at CTTC, Bhubaneswar

Data Science Training, University of Michigan on Coursera

Generative AI Training, Microsoft on LinkedIn

## LANGUAGES

English

Full Professional Proficiency

Hindi

Native or Bilingual Proficiency

## INTERESTS

"AI enthusiast and code storyteller, driven by the thrill of solving complex problems and crafting seamless digital experiences."