YOGENDRA SINGH RATHORE

Python Developer

Goal-oriented professional, targeting assignments in **Python, SQL and Tesing** with an organization of repute

LinkedIn: https://www.linkedin.com/in/yogendra-singh-rathore
Github: https://github.com/yogendras843

Profile Summary

- Completed BCA from APEX College, Rasjasthan University, Jaipur.
- Keen interest in the areas of **Python, Manual Testing and SQL.**
- Successfully completed academic projects on '**LAN'** and '**Btccapitals.com'** and '**PC GAME'.**
- Skilled in grasping new technical concepts quickly and utilizing them in a productive manner.
- Focused & goal driven with strong work ethics and commitment to offer quality work.
- An effective communicator and team player with excellent interpersonal, presentation and analytical skills.

EXPERIENCE

Aug-2018 – Jan-2019   **JUNIOR PYTHON DEVELOPER   APPBOX LAB PVT. LTD.**

- Designed the Desktop application Using **Python on Tkinter** and SQLi.
- Building reusable code and libraries for future use.
- Developed scalable applications using **Python**.
- Build all **database mapping**.
- Used data structures like **directories, tuples, object oriented class** based **inheritance** features for making.
- Wrote and executed various **MYSQL** database queries from python using **Python-MySQL** connector and **MySQL dB package**.
- Writing **test cases and Reviewing test cases**.
- Using **Agile Methodology** and **DevOps Methology**.

Knowledge Purview

Python:
- Knowledge in **OOPs**
- Knowledge in **GUI Programmer** with PythonTkinter
- Knowledge in **SQLite3, Postgresql, SQL**.

Other:
- Linux
- GITHUB
- MsOffice

Certification

- Python Certification from Udemy
- Linux from ubemy
- CCNA R/S 200-125 Certification from Udemy

- CEH Certified from Station X

Education

- B.C.A from APEX College, Rajasthan University, Jaipur in 2017
- 12th from Tagore Public SCHOOL, CBSE Board, Jaipur in 2014
- 10th from Ravinder Bharti Pub. Sr. Sec. School, Rajasthan Board, Jaipur in 2012

Academic Projects

Title:	PC GAME
Period:	Sep'16-Feb'17
Team Size:	1
Role:	Programmer and Developer
Technologies Used:	Unity 3D, C# and Blender
Description:	This project is about Survival Shoot, a third person shooting game in PC. It is a story of a boy who dreamt that his toys are fighting with each other and the main hero is sleeping baby toy who is fighting with enemy toy (elephant and bunny). It is a normal shooting game in 3D which is a continuous hitting and scorning game.

Responsibilities:

- Designed 3D Crater in Blender
- Edited sound and Render environment (Unity3D)
- Created script for game and players in C#
- Performed testing on the game

Personal Details

Date of Birth: 11th April 1996
Languages Known: English and Hindi
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Temporary Address: Bangalore, Karnataka