

MANISH PRATAP SINGH

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GitHub LinkedIn

EDUCATION

GLA University, Mathura	<i>2023 – Present</i>
Bachelor of Technology in Computer Science (AIML & IoT)	CGPA: 7.92
Grace Convent Sr. Sec. School, Mathura	<i>2014 – 2022</i>
Intermediate	88.4%
Matriculation	88.5%

PROJECTS

Othello Game (Java)	<i>Mar 2025 – Apr 2025</i>
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- Developed a complete two-player Othello (Reversi) game with move validation, board updates, turn logic, and score tracking.
- Built modular classes (Board, Player, GameEngine) using OOP principles for clean state management.
- Implemented efficient data structures for valid move checks and dynamic tile flipping.

Tech Stack: Java, OOP, Data Structures

COMPETITIVE PROGRAMMING & ACHIEVEMENTS

- Solved **500+ problems** on LeetCode — Rating: **1600+** LeetCode Profile
- Codeforces Rating: **1000+** Profile Link
- Strong in **Dynamic Programming, Graph Algorithms, Trees, Bit manipulation**.

ACTIVITIES

Smart India Hackathon 2024	<i>Sep 2024 – Dec 2024</i>
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- Led a team to build a **Smart Waste Management System**.
- Ranked **11th among 100 teams** in the software category.

Smart India Hackathon 2025	<i>Aug 2025</i>
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- Built a **Disaster Preparedness and Response Education System** for schools.
- Ranked **9th among 70 teams**.

SKILLS

Programming: Java, Python

Computer Science: Data Structures & Algorithms, OOP, Operating Systems, Basic System Design

Web Development: HTML, CSS, JavaScript

Machine Learning: NumPy, Pandas, Scikit-Learn, TensorFlow

Tools: Git, GitHub, VS Code, Linux (Basics)

Soft Skills: Problem-Solving, Leadership, Teamwork