Krishna S

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#126/3, Opp The Grandure International School, Sarjapur Rd, near mahindra service center, Bengaluru-562125, India

EDUCATION QUALIFICATION

BCA (Bachelor's of Computer Application)
SVR college of Commerce and Management Studies

04/2019 - 10/2022   *Bangalore, India, 85%*

Courses
- BCA(BACHELOR'S IN COMPUTER APPLICATION)

II PUC (Pre-University Course)
SVR Pre-university College

03/2018 - 04/2019   *Bangalore, India, 78.89%*

Courses
- CEBA COMMERCE

State Syllabus
SVM High School

04/2016 - 03/2017   *Bangalore, India, 60%*

Courses
- State Syllabus

PROJECTS

Gym Management System - Web Application Software
- Technologies used : HTML, CSS, JavaScript & Bootstrap for Front-end and for Back-end I have used MYSQL for storing the data into a database .
- This project managing the data of members and staff details with there Name, DOB, Joining date, course amount etc.
- Only Admin can access the data and enter the data of members and others. In this project there are some modules such as , Home, Login, Dashboard, manage member, staff, music, payment records.

Car Game
- Technologies used : (. Net) Frame work in visual studio.
- In this project I have taken road, cars, speed meter and score meter.
- In this one car is to move Left and Right side and other cars will chez from opposite side , we need to go away from those opposite cars to increase speed and score.

Spotify Clone
- Technologies used : HTML, CSS, JAVA SCRIPT
- In this everything included like Menu, Playlist, Library etc.

Portfolio Website
- Technologies used React.js Frame Work and CSS in VS Code.

SKILLS

CORE JAVA
● ● ● ● ●

HTML
● ● ● ● ○

CSS
● ● ● ● ○

Java Script
● ● ● ● ○

MYSQL
● ● ● ● ●

C++/C
● ● ● ● ○

INTERESTS

Competitive Gaming

Gym

Music

LANGUAGES

ENGLISH
Professional Working Proficiency

HINDI
Native or Bilingual Proficiency

KANNADA
Native or Bilingual Proficiency