

Gotam Dulhani

Computer Science Student & Aspiring Developer

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Professional Objective

Passionate Computer Science student with expertise in Al and Game Development. Combining strong academic foundations with hands-on programming experience to create innovative digital solutions. Seeking opportunities to contribute to cuttingedge technologies while expanding skills in a collaborative, growth-oriented environment.

Education

FAST - National University

Bachelor of Science in Computer Science (In Progress) Key Courses: Data Structures, OOP, C++, Algorithm Design

Higher Secondary Education

Pre-Engineering

Strong foundation in Mathematics and Physics

Matriculation Education Board

Matriculation in Science

Comprehensive science education with excellent academic performance

Core Skills

Programming C++, Python, OOP, Assembly

Web Development HTML, CSS, JavaScript, Bootstrap

Game Development SFML, Game Design AI & Data Science Machine Learning, Generative Al

Microsoft Office Word, Excel, Access

Problem Solving DSA, Algorithm Design

Certifications & Achievements

✓ Coursera: HTML, Microsoft Excel & Al Fundamentals

✓ NASCON Conference Participation Certificate

✓ Global Education Conference Attendance

✓ IST Media Club Photography Certification

√ Advanced Programming Techniques Certification

✓ Multiple Internship Offers: Python, App Dev, C++, AI

Featured Projects

Personal Portfolio Website

Modern, responsive portfolio website built with React and Next.js featuring dynamic content, smooth animations, and optimized performance.

Al Chatbot

Intelligent conversational AI system leveraging Generative AI and OpenAI API for natural language processing and dynamic

Al Resume Builder

Automated resume generation platform using Generative AI to create personalized, professional resumes with intelligent content optimization

YouTube Summarizer Extension

Browser extension powered by Generative AI, OpenAI API, and Hugging Face API to automatically generate concise video summaries.

Centipede Game

Classic arcade game recreation using C++ and SFML with advanced object-oriented programming and smooth gameplay

Candy Crush Clone

Match-3 puzzle game developed with C++ and OpenGL, featuring dynamic graphics rendering and engaging game

🚀 Space Shooter Game

Dynamic space combat game implementing advanced OOP principles with collision detection and progressive difficulty

Expense Tracker

Personal finance management application built with OOP and DSA for efficient expense tracking and analysis.

E-Commerce Platform

Responsive clothing website with shopping cart, categories, and modern UI using HTML, CSS, and Bootstrap.

Restaurant Management

Complete restaurant system in Assembly with user management, reservations, and payment processing.

Professional Summary

Motivated computer science undergraduate with proven expertise in software development, Al applications, and game programming. Demonstrated ability to deliver innovative solutions using modern programming paradigms. Committed to continuous learning and contributing to technological advancement through collaborative teamwork and independent problem-solving.