

Himanshu Singhal

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Portfolio Link: <https://himanshus01.github.io/>

EDUCATION

B.TECH IN INFORMATION TECHNOLOGY

MAHARAJA AGRASEN INSTITUTE OF TECHNOLOGY

Expected: June 2018 | Delhi, India
Percentage: 74.68 (overall)

AISSCE- CLASS XII (CBSE)

LILAWATI VIDYA MANDIR SR. SEC.
2013 | Delhi, India
Percentage: 86.00

AISCE- CLASS X (CBSE)

LILAWATI VIDYA MANDIR SR. SEC.
2011 | Delhi, India
CGPA: 8.4

SKILLS

DESKTOP DESIGNING

Adobe Photoshop • Coreldraw

PROGRAMMING LANGUAGES

C • C++ • JAVA

WEBSITE DEVELOPMENT

Languages: • HTML • CSS • Javascript

ANDROID DEVELOPMENT

Languages: • JAVA • XML

Libraries: Retrofit, Picasso, Otto, Butterknife, Volley etc

DBMS

• MySQL • SQLite

OPERATING SYSTEMS

• Linux • Windows

SOFTWARE PACKAGES

• Notepad++ • Sublime • Github

PROFILE LINKS

Github:// HimanshuS01

LinkedIn:// HimanshuSinghal

Hackerrank:// HimanshuSinghal

TRAINING

EDUNET LEARNING SERVICES, SECTOR-16, NOIDA | INTERNSHIP

June 2016 | Delhi, India

Worked out as an android developer and designed the UI for their app "Helping U".

PROJECTS

EDU-ASSISTANT APP | Nagarro Hackathon

August 2016 | Delhi, India

Developed a Android App that serves 2 functions -

- A smart Chatbot that will answer your any query in most interesting way.
- We can find the most popular topics of interest of the attendees by analyzing their Github profiles thus helping in making a successful event or bootcamp.
- Technology used- Android Development, PHP, Machine, learning, API, Github.
- Project link- <https://github.com/HimanshuS01/EduAssistant>

MOVIEPLATE APP | CodingBlocks Training

Dec-March 2016 | Kohat, Delhi, India

Developed an Android Application to provide movie geeks a platform to know all the latest information about movies and TV shows, search movies, maintain watchlist, rate movies, etc.

- Technology used- Android Development, Python, PHP, API's, etc.
- Project link - <https://github.com/HimanshuS01/movieplate>

OTHELLO GAME | CodingBlocks Training

April-May 2015 | Kohat, Delhi, India

Developed a GUI based two player game, played on a 8X8 unchecked board in which player take turns placing disk on the board with their assigned colors facing up and continue this for every valid move on the board.

- Technology used- JAVA language
- Project link- <https://github.com/HimanshuS01/Othello>

TIC TAC TOE GAME | MAIT 2015

April 2015 | Delhi, India

This game is a two player game built on JAVA eclipse platform using the concepts of OOPS having coordinates type system for placing the corresponding players symbol.

- Technology Used- JAVA language.
- Project link - <https://github.com/HimanshuS01/TicTacToe>

OPEN SOURCE CONTRIBUTION | SYSTERS and FOSSASIA organization

- Malaria-app-android : [PR's and issues](#) • Power-Up android : [PR's and issues](#)
- FirstAide-android : [PR's and issues](#) • Susi-android : [PR's and issues](#)

ACTIVITIES AND ACHIEVEMENTS

ACADEMIC ACHIEVEMENTS AND ACTIVITIES

- My team stood at 19th rank/3000 teams in Nagarro Challenge (Hackerearth)

POSITION OF RESPONSIBILITY

- Organizer in Annual College Fest 2016 and 2017
- Core Team Member of Leader's for Tomorrow Society, MAIT