

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

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

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 layout 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.
- Will find the most popular topics of interest of your audience helping in making a successful event or bootcamp.

• Technology used- Android Development, PHP, Machine, learning, API, Github.

• Project link- <https://github.com/HimanshuS01/InterestRankerAndChatBot>

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/codeb100ded/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>

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
- Core Team Member of Leader's for Tomorrow Society, MAIT