




Jashan Bansal

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Education

Punjabi University Patiala

Bachelor of Technology, Computer Science

May 2024

Current CGPA: 8.0

A.R.M Convent School

12th, CBSE

March 2020

Percentage: 68

Key Technical Skills

Languages: C/C++, Java, Python (pandas, NumPy, Matplotlib), HTML/CSS

Tools: Git/GitHub, VS Code, IntelliJ IDEA, MS Office

Key Coursework

Algorithm Analysis and Design	Java Programming	Machine Learning
Operating System	Data Base Management System	Computer Networks

Industry Experience

TCIL-IT | *Trainig*

July 2022 - August 2022

- Acquired a comprehensive understanding of Core Java programming through rigorous training at TCIL-IT, showcasing proficiency in key concepts such as object-oriented programming.
- Successfully applied Core Java principles in hands-on projects and practical exercises during the training, gaining practical experience with relevant applications, tools, and frameworks within the Core Java ecosystem.
- Demonstrated strong problem-solving skills by effectively addressing programming challenges and overcoming obstacles encountered during the Core Java training, showcasing analytical thinking and troubleshooting abilities.
- Collaborated with peers on group projects, fostering teamwork and gaining experience in collective problem-solving. Effectively communicated technical concepts in discussions, presentations, and documentation, showcasing strong interpersonal and communication skills.

Projects

Quiz Desktop Application | *Core Java, Java Swing, Eclipse*

Aug 2022

- * Built a desktop application to facilitate online exams with multiple features
- * Provides a user-friendly interface for quiz creators to add questions and answer choices
- * Supports a variety of question types (multiple-choice, true/false, short answer, etc.)
- * Allows quiz creators to set time limits and difficulty levels
- * Calculates and displays scores for each quiz taken
- * Implemented a database to store user information, quiz data, and results.

Brick Breaker Game | *Core Java, GUI, Java Swing, Eclipse*

Nov 2022

- * Defined the game components, including the paddle, ball, bricks, and game board.
- * Implemented physics (concepts of momentum, collisions, reflection and friction) for the ball's movement, including bouncing off walls, the paddle, and bricks
- * Implemented graphics to draw the game elements on the screen, animate the ball, paddle, and brick destruction