

Kaustav Dey

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EDUCATION

TECHNO MAIN SALT LAKE

COMPUTER SCIENCE ENGINEERING
GRADUATE

July 2023 | Kolkata, West Bengal
CGPA : 8.52

LINKS

Leetcode:// [imkd4real](#)
Github:// [Kaustav2023](#)
LinkedIn:// [Kaustav Dey](#)
Codechef:// [@kaustavdey](#)
HackerRank:// [kaustavdey2015](#)

COURSEWORK

GRADUATE

Data Structures and Algorithms
Design Analysis and Algorithms
Software Engineering
Computer Networks
Operating Systems
Database Management System
Artificial Intelligence
OOPs concept through C++
Machine Learning
Engineering Graphics And Design
Computer Architecture

SKILLS

PROGRAMMING

Languages:

C • C++ • Python • Java

Development:

HTML • CSS • Javascript • Bootstrap •
Microsoft SQL Server • MySql • Data
Structures and Algorithms

Software:

Virtual Studio Code • Eclipse • Git Hub •
Replit • Microsoft SQL Server
Management Studio • Pycharm • Jupyter
Notebook

SOFT SKILLS

Skills:

Fast Learner • Problem Solving •
Communication Skill • Ability to work in a
team • Adaptability • Critical Thinking

WORK EXPERIENCE

TEACHING | TAUGHT COMPUTER AND PHYSICS TO 3 STUDENTS RANGING FROM CLASS 9 TO 12 FOR 7 MONTHS.

July 2020 - January 2021 | Kolkata, West Bengal

- Successfully aided 3 students in achieving measurable improvements in their grades.
- Received positive feedback from students and parents, highlighting the ability to make complex subjects accessible and enjoyable.

BLOGGING | WRITTEN A SPORTS ARTICLE AND BLOGS ON THOUGHT-PROVOKING BOOKS AND MOVIES.

May 2020 - May 2020 | Siliguri, West Bengal

- Created thought-provoking and insightful blogs on movies and books that resonated with readers.
- Utilized social media platforms and online communities to promote articles and blogs, fostering reader engagement and discussion. Responded to comments and feedback to build a loyal readership.

PROJECT

ONLINE SHOPPING (PROTOTYPE) | WORKSHOP PROJECT

July 2022 - August 2022 | Kolkata, West Bengal

Build this website using **HTML, CSS, JSP** and **MySQL**. For server, I used **Tomcat** and used **Eclipse IDE** to build this project.

TIC-TAC-TOE | TWO PLAYER GAME

November 2022 - November 2022 | Kolkata, West Bengal

Tic-Tac-Toe is a game for two players who take turns marking the spaces in a **3x3** grid with **X** or **O**. The languages used to develop this project were **HTML, CSS, JS**.

AWARDS

2023		Obtained a score of 8.52 CGPA in B.Tech Honors in CSE
2019-23		5-star in C++ Hackerrank (Gold Level)
2019-23		3-star in SQL Hackerrank (Silver Level)
2018	1 st /4	Inter House Football Tournament
2017-18	1 st /16	Relay Race
2017	1 st /150	Sportsman Of The Year
2017	1 st /150	Most Active Student Of the Year

CERTIFICATES

- Java Program: Solving Problems with Software | Duke University
- Version Control With Git | Atlassian University
- Python Data Analysis | Rice University
- Introduction to Big Data | UC San Diego