


# KIRTIRANJAN HATI

Bhubaneswar, Odisha, India

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## EDUCATION

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**Centurion university of technology and management**

*Master Of Computer Application - CGPA - 8.65*

**2023 – 2025**

*R.Sitapur , Odisha*

**Utakal university**

*B.sc in chemistry- 8.96 cgpa*

**2020-2023**

*Bhubaneswar, Odisha*

## PROJECTS

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**IPL match data analysis | Python**

- Utilizing Python along with libraries such as Pandas, Matplotlib, and Seaborn, I conducted an in-depth analysis of IPL (Indian Premier League) match data. This project involved exploring various aspects of IPL matches, including player performance, team strategies, match outcomes, and trends over multiple seasons..
- honed my skills in data analysis, Python programming, and visualization, gaining a comprehensive understanding of the dynamics and intricacies of one of the most prominent cricket leagues globally.

**University network management using cisco packet tracer | cisco packet tracer**

- designed and implemented a comprehensive network infrastructure for a university campus using Cisco Packet Tracer. The network architecture included routers, switches, servers, and end-user devices interconnected through VLANs and subnets. By configuring routing protocols, access control lists (ACLs), and Quality of Service (QoS) policies, I optimized network performance, ensured security, and prioritized critical services. This project not only provided hands-on experience in network design and management but also enhanced my understanding of network protocols and best practices in enterprise network administration..

**Tic-Tac-Toe using c | C Programming**

- developed a console-based Tic-Tac-Toe game using the C programming language. The game allowed two players to take turns marking spaces on a 3x3 grid until one player achieved three marks in a row, column, or diagonal, or the grid was filled without a winner (resulting in a draw). Through this project, I implemented various C programming concepts such as arrays, loops, conditional statements, and functions to manage game logic, user input, and display output. Additionally, error handling mechanisms were incorporated to ensure smooth gameplay and enhance user experience. This project not only served as an exercise in software development but also provided insights into algorithmic thinking and problem-solving techniques.

## TECHNICAL SKILLS

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**Programming Languages:** C, Java,python,Javascript

**Frameworks & Libraries:** HTML, CSS, MySQL,

**Other Tools:** Visual Studio Code, IntelliJ IDEA, Code Blocks

**Coursework Subjects:** Operating System, Computer Networks, Object Oriented Programming, Database Management System, Software Engineering, Data Structures and Algorithms

## HOBBIES

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- Playing cricket.
- Exploring new hiking trails and enjoying the outdoors.
- Spending time with friends.

## ACHIEVEMENTS

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- Achieved first position in debate competition at inter-school level.
- Received scholarship for academic excellence in 11th and 12th grade from my college.
- Volunteered for community service and received appreciation from local authorities.