

## VIKRAM SINGH

+91-9682455696 ♦ Sultanpur, Uttar Pradesh, India

[doworkvikram@gmail.com](mailto:doworkvikram@gmail.com) ♦ [linkedin-vikram-singh](#) ♦ [github-vikram-singh](#) ♦ [portfolio-vikram-singh](#)

### EDUCATION

<b>Khwaja Moinuddin Chishti Language University, Lucknow, Uttar Pradesh</b> Bachelor of Technology Computer Science and engineering(AI and ML) - <b>CGPA - 7.1</b>	<b>Aug 2021 - Jun 2024</b> Lucknow, India
<b>Sant Ravidas Government Polytechnic, Chakia, Chandauli, Uttar Pradesh</b> Diploma Computer Science and Engineering - <b>percentage - 74</b>	<b>JUL 2018 - Jun 2021</b> Chandauli, India

### WORK EXPERIENCE

<b>Internship, Flutter development</b> Zetpeak Pvt Ltd, Bangalore	<b>03 Jul 2023 - 24 Sep 2023</b>
<ul style="list-style-type: none"><li>• During my internship, I developed a significant project called ZingTix, a cross-platform event handling application.</li><li>• In this project, users can purchase tickets for any event and post any type of event.</li><li>• Technologies: Flutter, Dart, Firebase, RESTful APIs, Git. [Certificate - <a href="#">Click here</a>].</li></ul>	
<b>Training, Android development</b> Softpro India Pvt Ltd, Lucknow	<b>Jul 2020 - Aug 2020</b>
<ul style="list-style-type: none"><li>• During training, I developed a significant project called ApolloOne, an e-commerce application.</li><li>• In this project, users can purchase any grocery product, and only grocery store employees can post product details.</li><li>• Technologies: Android, Kotlin, Firebase, JSON, Git. [Certificate - <a href="#">Click here</a>].</li></ul>	

### PROJECTS

<b>Redactor Ve(Basic Video Editor): Kotlin, Java, Android, Picasso [ <a href="#">Github Link</a> ]</b>	<b>Sep 2020 - May 2021</b>
<ul style="list-style-type: none"><li>• Developed Redactor Ve, a basic video editor for Android that allows users to trim, merge, and add effects to videos.</li><li>• In this project, I used Java as the core programming language, but for some functionality in the video editor, I used Kotlin.</li></ul>	
<b>NewsFeed:Android , Kotlin, FireBase, JSON [ <a href="#">Github Link</a> ]</b>	<b>Jan 2021 - Apr 2021</b>
<ul style="list-style-type: none"><li>• Developed an application using Kotlin, with user authentication and authorization handled through Firebase.</li><li>• In this application, we used an API for news content, allowing users to view news based on specific areas.</li><li>• We used Kotlin for the backend, XML for the frontend, JSON for API connections, and Firebase for user authentication.</li></ul>	
<b>Game of Life: Developed using core Python [ <a href="#">Github Link</a> ]</b>	<b>Sep 2019 - Oct 2019</b>
<ul style="list-style-type: none"><li>• Created a simulation of Conway's Game of Life, a cellular automaton, using core Python programming, with a focus on algorithm optimization and performance.</li><li>• It is a zero-player game, meaning its evolution is determined solely by its initial state and requires no further input.</li></ul>	

### SKILLS

<b>Languages:</b>	Kotlin, Python, Dart, Swift, Java, XML, HTML, CSS, JavaScript, SQL, Mango DB, SQLite
<b>Framework and Library:</b>	Flutter, Laravel, React Native, Tailwind CSS, RESTful APIs.
<b>Tools:</b>	Version Control tools like Git and Jenkins, Firebase, Android Studio, debugging and testing
<b>Technical Skills:</b>	Agile development, State Mangement, Problem Solving, UI/UX design, Cross-Platform.
<b>CS Fundamentals:</b>	Data Structures and Algorithms, Operating System, Database Management System, Software development Life Cycle(SDLC), Team work, Analysis, Troubleshooting, Unit Testing, Deployemnt, Object Oriented Programming(OOPs).

### ACHIEVEMENTS

- Top performer and Best leadership in Diploma (CSE)
- Ranked first in the class project "Game of Life" competition led by programming teacher Ganesh K Sir.
- Accomplished the solving of over 100+ coding questions on LeetCode: [LeetCode](#).
- Successfully tackled over 100+ coding questions on GeeksforGeeks: [GeeksForGeeks](#).