MAHIMA GUPTA

Information Technology Student

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EDUCATION

B.Tech in Information Technology

INDIRA GANDHI DELHI TECHNICAL UNIVERSITY FOR WOMEN

August 2018 - Present

12th standard

Sachdeva Public School

April 2015 - March 2016

♀ Rohini,India

High School

Sachdeva Public School

April 2013 - March 2014

♀ Rohini,India

ACHIEVEMENTS

- Flipkart GWC 3.0 2020 Scholar
- Runner-Up at CodeIn organised by CODECHEF-IGDTUW chapter
- One of the top 5 mentees at Cod{ON}fest 2020.
- Gold Medalist at French Olympiad conducted online by Embassy of France in India in collaboration with E&B.
- Bagged Scholar trophies for consistently 5 years (8th to 12th) in school

SKILLS

C++, HTML, CSS, JAVASCRIPT, GIT

C, BOOTSTRAP, SQL

PYTHON

VSCODE, SUBLIME-TEXT





COURSEWORKS

- Operating System
- Data Structures
- Object Oriented Programming
- Database Management Systems
- · Analysis and Design of Algorithms

PROJECTS

GUESS THE NUMBER GAME

- It is a simple game made using Front-End Stack.
- It is a guess game where a number is randomly chosen by the algorithm which needs to be guessed by the player.
- Built using HTML5, CSS3, and JS.

HANGMAN GAME

- An Interactive Game built where a word is to be guessed by the player before Hangman is completed.
- Object Oriented Programming concepts in C++ were used.

TIC-TAC-TOE GAME

- It is a real world implementation of programming language.
- Built using C++ and its OOPS concepts.

EXPERIENCES

Widhya Organisation

Front-End-Intern

🛗 January 2020 - February 2020

TRAINING/CERTIFICATIONS

Coding Blocks

C++: Data Structures and Algorithms

June 2019 - Aug 2019

DSC: Google Cloud Cloud Engineering Track

2020

DSC: Google Cloud

Data Science Engineering Track

2020

ROLES AND RESPONSI-BILITIES

- CORE MEMBER (EVENT MANAGEMENT LEAD) at CoreBenders-IGDTUW
- STUDENT MENTOR at Protege-IGDTUW.
- MANAGEMENT HEAD in Tnp-IGDTUW
- HEAD COORDINATOR (HR) at Taarangana (Cultural Fest) - IGDTUW