

MANOJ PARMAR

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PROFESSIONAL SUMMARY

Seeking a software engineer role in the IT industry to leverage my technical skills in contributing to organizational growth, while continuously gaining knowledge, experience, and learning from challenges.

EDUCATION

SGSITS Indore ,
Bachelor of Technology in Computer Science

2025 May
Indore, M.P.

RELEVANT COURSEWORK

- Data Structures
- Database Management
- Operating Systems
- Computer Networks
- OOPS
- Programming-Functional

TECHNICAL SKILLS

Languages:	Python, Java, C, C++, HTML/CSS, JavaScript, React, SQL
Developer Tools:	VS Code, Eclipse, Android Studio, Google Colab
Technologies/Frameworks:	Linux, Windows, GitHub

EXPERIENCE

React Developer Intern
NullClass (Remote)

Jan 2025 - Mar 2025
Tamil Nadu, India

- Built and maintained responsive web applications using React and CSS media queries.
- Developed a secure "Forgot Password" feature with phone/email verification
- Implemented multi-language support with OTP verification across six languages.
- Created a subscription model with Razorpay integration and tweet-limiting logic.
- Added a time-restricted public posting module based on user connections.

PROJECTS

AI Virtual Assistant || Python, Tkinter, SpeechRecognition, pyttsx3, Web APIs

- Voice and Text-Based Interaction– Integrated speech recognition and text-to-speech functionality, enabling seamless user interaction via voice commands and text input
- Graphical User Interface (GUI)– Designed an intuitive and responsive interface using Tkinter, improving accessibility and usability.
- Web and System Automation– Implemented functionalities like Google search, YouTube access, weather updates, and local file operations, enhancing productivity.
- Personalized Response System– Developed a flexible and context-aware response mechanism that improves user engagement by recognizing and responding to various queries. [GitHub Link](#)

Snake Game using Pygame || Python, Pygame

- Developed a classic Snake Game using Python and Pygame with smooth mechanics.
- Designed a responsive game loop handling user inputs, movement, and collisions.
- Implemented food spawn and scoring system, increasing snake length dynamically.
- Added game-over logic to detect collisions with walls and the snake's body. [GitHub Link](#)