

MANORANJAN KUMAR

+91 6203198958 ♦ Muzzafarpur, Bihar

kashyapkumar507@gmail.com ♦ [linkedin.com/in/manoranjana-kumar-a15109266/](https://www.linkedin.com/in/manoranjana-kumar-a15109266/)

EDUCATION

Bachelors of Engineering , Chandigarh University	2022 - 2026
Relevant Coursework: Data structures, OOPS concept, Computer networks, and DBMS. CGPA – 7.60	
Class XII, X , P.C. High School, Samastipur, Vikas Vidyalaya, Begusarai	2018 -2020
Percentage: 64%, 87%	

SKILLS

Programming Languages: C++, Java, Python, HTML, JavaScript

Database Management: MySQL

Core Competencies: Data Structures & Algorithms, DBMS, OOPS, SDLC, Agile Development.

Other Skills: Problem Solving, Project Management, Adaptability, Leadership, Time Management, Teamwork

PROJECTS

- **Cyber-Physical System-Based Smart Cities:**
Published a research paper integrating **Cyber-Physical Systems (CPS)** for smart cities, leveraging IoT, real-time data analytics, and intelligent sensors to optimize urban infrastructure, resource management, and citizen services. Focused on smart energy systems, intelligent transportation, sustainability, and robust cybersecurity to create adaptive, efficient, and sustainable urban environments.
- **Remote-Controlled Plane Development**
Designed and built a fully functional **RC plane**, integrating aerodynamics, electronics, and control systems. Focused on hardware-software integration for stable, efficient, and responsive flight performance.
- **Spotify Clone for Music Streaming**
Developed a Spotify clone, a **full-stack music streaming application**, to replicate core functionalities such as user authentication, music playback, playlist creation, and search capabilities. Utilized modern technologies, including **React.js for the frontend, Node.js for the backend, and MongoDB for data storage**. Implemented responsive design, real-time data updates, and RESTful APIs for seamless user experience.
- **Tic-Tac-Toe Game Application**
Created a fully functional Tic-Tac-Toe game with interactive gameplay and a user-friendly interface. Designed the game logic to include single-player mode with AI-based opponent and multiplayer functionality. Built using modern technologies like React.js for the frontend and JavaScript for game logic.

ACHIEVEMENTS

- Appointed as **Class Representative** from 5th Semester to current that taught me leadership skills as well as improved my communication skills in a more progressive way.
- **Led a team** of peers in the successful execution of a semester-long project, managing task allocation, timelines, and collaborative development.

CERTIFICATIONS

- Secured 84% in **Internet Of Things(IOT)** certification and recognized as **Elite Silver** by SWAYAM NPTEL that was taught by IIT Ropar.
- Certification in **HTML, CSS and JavaScript** by Infosys Springboard as well as Coursera.
- Certification in **Cloud Computing** by Coursera.