SANJAY KUMAR K

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sanjaydinesh4@gmail.com

OBJECTIVE 🌐

A highly self-motivated individual to be a part of a progressive organisation that gives me scope to enhance my knowledge and challenges me to keep developing my skill sets in the software domain.

SKILLS 💼

Languages: C, C++, Java

Web languages: HTML, CSS, JavaScript

IDEs: Android Studio, NetBeans, Eclipse, Microsoft Visual Studio

Platform: Windows, Android

SITE REFERENCES 📇

LinkedIn:

www.linkedin.com/in/sanjaykumar4

GitHub:

www.github.com/sanjaykumark

ACADEMICS 📘

M.Sc Software Systems   **(2015 – Present)**
Coimbatore Institute of Technology
CGPA: 7.68/10

HSC   **(2013 – 2014)**
G. Ramasamy Naidu Matric Hr Sec School
Percentage: 92.5%

SSLC   **(2011 – 2012)**
G. Ramasamy Naidu Matric Hr Sec School
Percentage: 95.2%

AREAS OF INTEREST 💻

- Android Application Development
- Object – Oriented Concepts

PROJECTS 🔧

SportHub

A client server application for ordering sports items. The application provides a view of item information and processes the order for the customer. It offers a series of operations for the administrator.
Tools and Technologies: Java, Android, Firebase

2048 Game

A single player sliding block puzzle game. The objective is to slide numbered tiles on a grid to combine them to create a tile with the number 2048 with random appearance of 2/4 in an empty tile
Tools and Technologies: C, C Graphics

CO-CURRICULAR ACTIVITIES ✔

- Completed a course on Android Application Development by Udemy
- Completed a course on JavaScript Essentials by Udemy.
- An active participant in HackerRank coding contests.