Rahul Kumar

Game Developer • Backend Developer • Frontend Developer

Galgotias University • 2025 Pass out

Work Experience

Cyber security @ paloalto Network, Gautam Buddha Nagar 🔗   Link

May 2023 - June 2023 (2 months) | Semi-fulltime

cuvette helped me get this internship

- The purpose of project assigned is cyber security. Which means the security of server attack malwares like Trojan, etc
- I make a summary report on the cyber security to describe it and i gain certificate.
- Virus, hacking, trojan, malwares, password cracking, etc

Skills Developed: Cyber Security, Quick Learner, Deep Learning

Projects

Traffic Management System Using C++   </>

- To manage a record of traffic system
- By record of vehicles details, follow traffic rules and more
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Skills Developed: C/C++, Microsoft Visual Studio Solution, DevOps

Language detection   </> 🌐

- Accurate Language Identification: Develop a language detection system capable of accurately identifying the language of written text with a high degree of precision and recall, even in the presence of noise, mixed languages, or short text segments.
- a robust model capable of accurately identifying the language of written text, even within multilingual contexts. To achieve this, the project leverages well-established Python libraries such as NLTK and langdetect.
- Text Preprocessing, Feature Extraction, Statistical Models, Training Data.

Skills Developed: Microsoft Visual Studio Solution, Python, Type Language, NLP

Map(Leaflets)   </>

- This project aimed as to find location as a map.
- Rrfrences from Leaflets tutorial, initializing map, adding markers, add different tiles like satellite, terrain, and etc.
- User-Defined Markers & Custom Marker Icons, User interaction, custom icons, marker clustering, current location etc more details for see main file of interactive map.

Skills Developed: HTML, CSS, JSON, Javascript, Responsive Design

Tagline

Empowering Innovation through Language

Skills

C# | Python | Photoshop | Unity 3D | Javascript | HTML | CSS | C/C++ | Java | MS Office

Education

Galgotias University, Greater Noida

B.C.A., Computer Science Engineering (CSE) | 8.4 CGPA

2022 - 2025

SNBN Watson+2 high school

Class XII | 6.2 CGPA

2022 - 2022

Certifications & Courses

Training and development NPTEL

- In this certificate show me how important is training or development be important and The Learning and Development certification is a professional credential that demonstrates the knowledge, skills, and abilities required to design, develop, and deliver effective training programs for organizations.

April 2023 | Certificate Link

Cyber security

- in this internship we learnt about cyber crime ,attack and malware and protect devices from viruses

July 2023 | Certificate Link

RPA blue prism internship

- intelligent automation

June 2024 | Certificate Link

Memory Card Game   `</>`

- Game- fun game in which pair of card and win the game.

- Define an array of card pairs (e.g., icons or images), Shuffle the array using a shuffling algorithm, Dynamically generate the card grid using HTML and CSS, Use JavaScript's setInterval to increment a timer every second,Keep track of how many pairs are matched, When all pairs are matched, stop the timer and display the winning message, Display the timer on the screen and stop it when the game ends etc.

- Basic game setup(Cards Setup, Card Images/Icons, Card Flip Mechanism, Shuffle Cards), Cards flipping logic, Time features, Moves counter, and etc.

Skills Developed: HTML, CSS, Javascript, Responsive Design

Cube runner   `</>`

- It is game for fun which created by me with help of YouTube, Use technology Unity Hub, unity 3d, language use C#. this game is like a cube run doesn't hit any obstacle came in front of player just save cube and hit finish line. for win. enjoys game src given

- Add ground, add player, add obstacles, player color, ground color, give player rigidbody for contact with ground surface. score pop up, game over ui, restart button, quit button , Add music to make game better and enhance.

- Core Gameplay Overview, Ground SetupGround Setup(description, color, materials), Player setup(description, color, rigidbody), Score setup(score pop up, score mechanism), button setup(Restart button Ui, Quit button Ui) and etc

Skills Developed: Unity 3D, Unity3D Asset, C#, Microsoft Visual Studio Solution

Position of Responsibility

Management of traffic system cpp   Link

- My purpose of assist and guide our project members to provide information our project which they need to know how they understand the project of program be given. If they are facing any problem in the project I help to make out of it.

Achievements/ Extracurricular Activities

- Noo