Rajbeer Chandra

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Leetcode Profile:Raj_beer

Education

- **Kalinga Institute of Industrial Technology** — Bhubaneswar, India
  *Bachelor of Technology - Computer Science Engineering; GPA: 8.24** — *Sep 2021 - May 2025*
  Courses: *Operating Systems, Data Structures, Analysis Of Algorithms, Artificial Intelligence, Machine Learning, Networking, Databases*
- **Tarapore School,Agrico** — Jamshedpur, India
  ICSE/Intermediate(12th);Percentage:81.3 — *Mar 2020 - May 2021*
- **Tarapore School,Agrico** — Jamshedpur, India
  ICSE/Matriculation(10th);Percentage:80.2 — *Mar 2018 - May 2019*

Skills Summary

- **Languages**: C, C++, Java, Python, PHP,JavaScript, HTML, CSS, SQL, Bash
- **Frameworks**: SFML, STL, ReactJS, NodeJS, Django, Flask
- **Tools**: Kubernetes, Docker, GIT, MySQL
- **Platforms**: Linux, Web, Windows, Arduino, AWS, IBM Cloud
- **Soft Skills**: Leadership, Communication, Critical Thinking, Agile Methodology, Time Management

Experience

- **AWS Academy Graduate** — Remote
  AWS Academy Cloud Foundations — *Jan 2024 - Mar 2024*
  - **Architected and optimized AWS cloud infrastructures**: Leading to a 30% cost reduction.
  - **Provided comprehensive AWS support**: achieving 25% savings in operational expenses.
- **Accenture Australia Technology Consulting Job Simulation** — Remote
  Forage — *Mar 20024*
  - **Completed a job simulation designing a client product for Accenture Australia's public sector team.**: Developed interview strategies and questions to align client requirements with the project's design. .
  - **Created a detailed process flow and design presentation for client review.**: Wrote user stories to pivot the project into an agile approach and keep the design in-line with customer values.

Projects

- **Car-Dodge-Using Standard Template Library(STL) and Simple and Fast Multimedia Library(SFML) in C++**: This consists of car dodging game build up solely in C++.You will be given three lives at first, whenever you bang on any car, you loose a life.This game is designed for Ubuntu 18.04.03 or higher versions.
- **Water-Flow-Detection-Algorithm(Group Project)**:
  Developed an advanced flood-fill algorithm using open CV and C++ for raster elevation data, enhancing terrain visualization and analysis. Implemented dual-phase scaling and refinement to accurately depict topography and water flow patterns. Produced versatile gray scale and colorized outputs, facilitating intuitive interpretation of complex landscape features.
- **Brain-Tumor-Detector:**:
  Leveraged OpenCV for preprocessing and augmenting brain scan images, enhancing the model's ability to detect anomalies.Utilized PyTorch's Dataset and DataLoader for efficient management and batching of large datasets, ensuring optimal usage of computational resources.
- **Portfolio Website**:
  I have curated a comprehensive online portfolio showcasing my skills, achievements, and projects.The portfolio features a user-friendly design, offering easy navigation and access to various sections.

Certifications

Microsoft AI Skill Challenge-: Microsoft Learn

Problem Solving Basic: HackerRank

Google Data Analytics: Coursera

Service Now Micro Certification: Service Now

Problem Solving Intermediate: HackerRank

Software Engineer Test: HackerRank

Meta Back-end: Coursera

Achievements

- RelayThon KIIT Gfg 2024 5th place.
- Commendable Performance in ICSE-2019
- Secured 8th Position(Under-15 2nd Position)in East Singhbhum District Level Chess Tournament 2017.