



Jalvayu Heights, Jalahalli | BLR - 560013



+91 900 805 0480



EDUCATION

BACHELOR OF TECHNOLOGY | CGPA 8.83

Computer and Communication Engg.

HIGHER SECONDARY | 95%

Navkis Educational Centre, BLR | CBSE

SENIOR SECONDARY | CGPA 10

Navkis Educational Centre, BLR | CBSE

CERTIFIED COURSES

PYTHON | University of Michigan

- Accessing Web Data
- Data Structures in Python

GAME THEORY | University of Tokyo

MATLAB | Vanderbilt University

LINUX for Developer | The Linux Foundation

SKILLS

PROGRAMMING LANGUAGES

C++ |JavaScript | Python | Java | HTML | CSS

FRAMEWORKS

Bootstrap | NodeJs | ExpressJs | EJs

SOFTWARE

MATLAB | Simulink | MS Word, Excel, PPT

SOFT SKILLS

Rubix Cube (sub 30) | Guitar | Football

SATYAM LALL

Email: satyamlall25@gmail.com

an enthusiastic undergrad who has found his passion in the binary world of technology, looking for an organization where people share the same passion for O's and 1's

WORK EXPERIENCE

FULL STACK DEVELOPMENT

[June 2020 - Present]

Currently a free-lancing Full Stack, WordPress Developer for Bangalore-based Real Estate company, RightAngledProperties

UNIVERSITY RESEARCH

[May 2020 - Present]

Two projects under University Professor Ms. Diana Olivia on:

- Utilization of Medical Resources using GAME THEORY
- Emergency Departments' Patient Flow Optimization using **GENETIC ALGORITHM**

PERSONAL DEVELOPMENT

CODING PROJECTS

Project using C++: Built user-interactive game incorporating graphical and audio-visual aspects, file-handling and major **OOP** concepts

Projects using JavaScript: Recreated the famous Arcade game **SIMON**, built a user-interactive drum kit and a random cat GIF generator, using the concepts of APIs

WEB DEVELOPMENT PROJECTS

Conceptualized and built:

E-commerce website 'Eloite' | **Tribute page** for Irrfan Khan

Weather Forecast using OpenWeather API | Subscriber page that connects to the MailChimp API

To-Do app using NodeJs & MongoDB

EXTRA - CURRICULAR

HUMAN RESOURCE MANAGEMENT

Organizer at TechTatva '19 | Managed a team of 50 people