

Sharukh Shaik

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EDUCATION

SRI VENKATESWARA UNIVERSITY

MASTER OF COMPUTER APPLICATIONS(MCA)

November 2020 | December 2022

CGPA :- 8.1/10

KRISHNA CHAITANYA DEGREE P.G.COLLEGE

BSC IN COMPUTER SCIENCE

June 2017 | November 2020

CGPA :-9.1/10

SRI CHAITANYA JUNIOR COLLEGE

XII STANDARD

June 2015 | April 2017

82%

LINKS

Github:// github.com/Sharukh12345

LinkedIn:// www.linkedin.com/in/shaik-sharuk-177b4021a

TECHNICAL SKILLS

LANGUAGES

• Java • SQL • HTML5

DATABASE

• MySQL (With JDBC Connectivity)

DEVELOPER TOOLS

• IntelliJ, Github, MySQL WorkBench

OTHER TECHNOLOGIES

• Data structures and Algorithms (DSA)

• Object Oriented Programming (OOP)

• Database Management system (DBMS)

INTERESTS

• Puzzle solving

• Travelling

• Always love to learn New Technologies

• Playing Cricket

LANGUAGES

• English

• Telugu

• Hindi

PROJECTS

E-COMMERCE | SOURCE CODE

September 2022 – November 2022 | Web Based Application

- Developed an E-Commerce Web Based Application using Java, JavaFx, SQL/MySQL.
- E-Commerce covers all the functionality of an online shopping web application.
- The Admin can add the new product to the database, Where a user can view the required product and buy them.
- The main objective of the E-commerce project in java is to provide an online platform to sell their product.

SNAKES AND LADDDERS | SOURCE CODE

January 2023 – January 2023 | Game Based Application

- Technology used :- Java and JavaFx.
- Snakes and Ladders is a board game, that is played between two or more players on a gameboard having numbered, gridded squares.
- A number of "ladders" and "snakes" are pictured on the board, each connecting two specific board squares.
- The object of the game is to navigate one's game piece, according to die rolls, from the start (bottom square) to the finish (top square), helped or hindered by ladders and snakes respectively.

TIC TAC TOE | SOURCE CODE

February 2022 – February 2022 | Gaming Application

- Technology used :- Java and JavaFx.
- Tic Tac Toe is a paper-and-pencil game for two players, X and O, who take turns marking the spaces in a 3×3 grid.
- The basic idea is to use a two-dimensional array, board, to maintain the game board.
- The player who succeeds in placing three of their marks in a horizontal, vertical, or diagonal row wins the game.

SOFT SKILLS

- Analytical and Problem Solving Abilities
- Good in verbal and Communication
- Multi-disciplinary and versatile with the aptitude to learn and apply new skills faster.
- Time Management
- Teamwork

CERTIFICATES

QSPIDERS | LINK

Core Java and SQL | 2022

- Trained in Core Java and SQL and Certified by QSpiders Institute, Hyderabad.

ACHIEVEMENTS

- 300+ Coding problems solved on DSA on the AccioJob platform.

DECLARATION

All the information mentioned above in the resume is right to the best of my knowledge and belief.