SHOWMICK KAR

Software Engineering Intern

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Dhaka, Bangladesh

EDUCATION

B.Sc. in Computer Science and Engineering

Brac University

07/2020 - Ongoing Dhaka, Bangladesh

TECHNICAL SKILLS

Tools and Technologies

Pygame | Github | Linux | LaTeX

Language

C/C++ | Python | Java

Computer Science Concepts

Procedural Programming | Object-Oriented Programming | Data Structures | Algorithm Design and Analysis

ACHIEVEMENTS

Second-placed in R@D!X 2.0 - BUCC WEEK, COMPETITIVE PROGRAMMING CONTEST

Solved over 600 problems on various online judges such as Codeforces, Codechef, Leetcode, and LightOj.

EXPERIENCE

General Member, Press Release and Publication

Brac University Computer Club

07/2020 - Ongoing Dhaka, Bangladesh

- Wrote up an edited 10+ press releases covering events and seminars in Brac University Computer Club

PROJECTS

Flappy Bird

01/2021
https://github.com/ShowmickKar/Flappy-Bird

My version of Flappy Bird using Python and Pygame. I have implemented some of the core concepts of Object-Oriented Programming such as Abstraction and Encapsulation to make the project maintainable and easily understandable. Other than pressing SPACE to jump, the player can press the DOWN ARROW KEY to quickly lower the height of the bird which makes the game even more fun.

Pathfinding Visualizer

12/2020
https://github.com/ShowmickKar/Pathfinding-Visualizer

I have implemented Dijkstra and A* pathfinding algorithm to find the shortest route between two cells in a grid. I have also made a visualization tool to demonstrate how these algorithms work using Pygame

Sorting Visualizer

12/2020
https://github.com/ShowmickKar/Sorting-Visualizer

I have implemented some classic sorting algorithms such as Bubble sort, Insertion sort, Selection sort, and Merge sort and used Pygame to visualize how they work

TIC-TAC-TOE AI with Minimax Algorithm

01/2021
https://github.com/ShowmickKar/TIC-TAC-TOE-AI-with-Minimax-Algorithm

I have made a TIC-TAC-TOE game using python and Pygame and implemented the MINIMAX Algorithm to make it unbeatable