





SUCHIN KUMAR

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SKILLS

PROGRAMMING LANGUAGES

- C++ • C • Java • Python
- Prolog

TECHNOLOGIES

- HTML • CSS • JAVASCRIPT

DATABASE

- MYSQL

CONCEPTS

- Data Science
- Data Structures and Algorithms • Object Oriented Programming
- DBMS • Computer Organization & Architecture
- Operating Systems
- Computer Networks
- Software Design & Engineering
- Foundation of Information & Security • Cryptography
- Image processing & Applications • Logic and Functional Programming

EDUCATION

SHIV NADAR UNIVERSITY
BTech in Computer Science
2021-2025 CGPA: 8.0

ARMY PUBLIC SCHOOL
Intermediate PCM
Grad: 2020 Grade: 90%

RAJDHANI PUBLIC SCHOOL
CBSE, 10TH
Grad: 2018 Grade: 86%

PROFILE

A Computer Science student specializing in Systems Software Engineering, adept in operating systems, programming languages like C/C++, and Python scripting. Proficient in Linux, with strong analytical and problem-solving skills. Particularly skilled in Data Structures and Algorithms (DSA) using C++. My commitment to excellence is reflected in effective teamwork skills, vital for success in collaborative environments. Additionally, I excel in frontend development, created impressive websites using modern technologies.

PROJECTS

FRONTEND PROJECTS

- **GOLF LESSONS** | [link](#): tutoring golf and fun activity center.
- **MAGMA** | [link](#): creating 3d digital existing building using web3.
- **CYNTHIA** | [link](#): product designing.
- **Technologies used**: HTML, CSS, javascript
- **GeeksForum** | [link](#)
- GeeksForum targets SNU students, ensuring data security through regular backups and secure logins. Professors and TAs are verified through badges. Features include Course Communities, a Resource Bank, Verified IDs, recognition of Most Popular Courses, and Chat Features for real-time communication.
- **Technologies used**: Recoil, next.js, mysql, typescript, livekit, clerk, socket.io

DEVELOPED TEXT EDITOR | [link](#)

- Utilized Java Collections for efficient text handling, complemented by integrated search, undo, and spell-checking functionalities.
- **Technologies used**: Java, Swing GUI, and Java Collections

AI 2048 SOLVER | [link](#)

- Developed a 2048 AI-powered solver to automate the game's strategy and decision-making process, employing algorithms such as minimax with alpha-beta pruning and heuristics for efficient move selection.
- **Technologies used**: python, Heuristic & Genetic algorithms.

UNIMARKET-Group project | [link](#)

- Established a centralized, secure, and user-friendly online marketplace for the university community to streamline buying and selling, enhance transaction security and privacy, and provide a convenient platform for exchanging goods and fulfilling needs.
- **Technologies used**: React.js, Node.js, MongoDB, express.js, tailwind, socketio, MERN stack

STUDENT MANAGEMENT SYSTEM | [link](#)

- Developed a robust student management system incorporating attendance tracking, grade management, and student profile features. Applied agile methodologies to ensure prompt delivery, resulting in an intuitive and effective solution that streamlines administrative tasks and improves student experiences.
- **Technologies used**: python, Mysql

INSTA CLONE | [link](#)

- Developed insta clone with EJS.
- **Technologies used**: HTML, CSS, Node.js, MongoDB, Express.js, Mongoose.js

INTERSHIPS

DSA(c++)

- Mentored 200+ students in DSA at Coding Ninjas. (rated-4.5/5)
- Clear understandings about Dynamic Programming, graph Problems, Sorting Visualizers, Data Structures Implementations.
- certificate- [click here](#)

ACHIEVEMENTS

- 1x Dean's List Recipient (Spring 2022) - Given to the top 10% tile students of each major.
- Successfully solved 300+ DSA problems on Leetcode, GeeksforGeeks and CodingNinjas.