# SUCHIN KUMAR

#### CONTACT

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linkedin

**⇒** GFG

Coding Ninjas

<u>Github</u>

#### 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 rexisting building using web3.
- CYNTHIA | link: product designing. Technologies used: HTML,CSS, javascirpt

# 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 Al-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: Heuristic & Genetic algorithms (c++).

## DATA SCIENCE AND MACHINE LEARNING

- Predictive Analytics for House Prices: Creating a model that predicts house prices based on features like square footage, number of bedrooms, location, etc using a dataset like the Boston Housing Prices dataset to get started.
- Sentiment Analysis for Product Reviews: Developing a sentiment analysis model to classify product reviews as positive, negative, or neutral using a dataset of customer reviews from e-commerce websites.
- Teaching assistant: TA for beginners in data science at CodingNinjas.

# 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

# INTERNSHIPS

# 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.