

# Uday Raj Singh

B. Tech | Computer Science and Engineering | United College of Engineering and Research |  
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## Education

Undergraduation

UCER | AKTU | Expected 2025 | CGPA: 7.4

Intermediate

New RSJ | CBSE | 2021 | Percentage: 91.8

Matriculation

New RSJ | CBSE | 2019 | Percentage: 91.8

## Projects

Assignment 0 (Oct 2022 – Dec 2022)

- PHP, MongoDB

<https://github.com/UdayRajSingh288/Assignment0-Feature-Complete>

Information Alert System (June 2024 – July 2024)

- Python, Django, MySQL

[https://github.com/UdayRajSingh288/Information\\_Alert\\_System](https://github.com/UdayRajSingh288/Information_Alert_System)

DDoS Detection Service (August 2024)

- C, Winsock API, Sqlite3

[https://github.com/UdayRajSingh288/c\\_webapp\\_ddos\\_detection\\_service](https://github.com/UdayRajSingh288/c_webapp_ddos_detection_service)

Frolic (July 2024)

- C, SDL2

[https://github.com/UdayRajSingh288/C\\_Game\\_Frolic](https://github.com/UdayRajSingh288/C_Game_Frolic)

Compression / Decompression Application (July 2024)

- Python, Tkinter

[https://github.com/UdayRajSingh288/File\\_Compressor\\_Decompressor](https://github.com/UdayRajSingh288/File_Compressor_Decompressor)

And Other smaller projects

## Skills

Languages: Java, Python, C, JavaScript, PHP

Web Dev: Node.js, Django, Winsock API

Machine Learning: Scikit-Learn, Tensorflow

Databases: MySQL, MongoDB, Sqlite3

Native App: Tkinter, Win32 API

Game Dev: Godot Game Engine, SDL2, OpenGL

Others: Blender, Git, Github, Linux (command line)

## Links

Github: <https://github.com/udayRajSingh288/>

LinkedIn: <https://www.linkedin.com/in/uday-raj-singh-367537224>

Portfolio: <https://udayrajsingh288.github.io/Portfolio/>