

RESUME

AISHNA GUPTA

13/25, 1st Floor, East Patel Nagar, New Delhi – 110008 \ +91 -8285987008 \ aishna987@yahoo.co.in \ aishna25@yahoo.in

OBJECTIVE

To work with a vibrant organization where I can effectively contribute technical skills and ability to the growth of the organization and improve my skills and knowledge with experience.

ACADEMIC DETAILS

Year	Degree / Exam	Institute	Marks / Grade
2014 - Present	B. Tech. in Computer Science Engineering	Indira Gandhi Delhi Technical University for Women (IGDTUW)	86.51% (up to 4 th Semester)
2014	AISSCE – CBSE	St. Thomas' Girls School, New Delhi	93.75%
2012	AISSCE – CBSE	St. Thomas' Girls School, New Delhi	10.00(CGPA)

INTERNSHIP

- **Centre for Development of Telematics (Telecom Technology Centre of Govt. of India)(6th June 2016 – 22nd July 2017)**
 - Interned for a period of 8 weeks.
 - Worked on internal project – Rating Engine (Transaction Log Archiving Management).
 - Rating Engine is an engine that keeps track of the transactions performed in the organization. Displaying log, archiving data on the client and server system and removing archived data after certain duration.
 - Rating Engine Archives Data from the database. The data is archived on monthly and hourly basis on a remote client system. The script runs automatically using Cron after a specified duration.
 - Technology used: JAVA, JSP, Eclipse, Crontab, RedHat

PROJECTS

- **Disease Detector**
 - A disease detector that inputs the symptoms that the patient is suffering from and displays the probable disease that he/she might be suffering from.
 - Console based application developed as part of JAVA CORE Training at HCL Technologies.
 - Technology used: JAVA – CORE, Netbeans.
- **E-Shopping Website**
 - An online shopping website that displays available products with their costs. This is a simulation of popular shopping brands. This was developed as part of JAVA ADVANCE Summer Training at HCL Technologies.
 - Technology used: JAVA, HTML, CSS, Netbeans.
- **Code to Unravel the Mystery**
 - A MCQ based console game developed for Innerve 2016 – Technical fest of IGDTUW.
 - Technology used: JAVA, ,HTML, CSS, Netbeans.
- **Othello – Game**
 - Othello can only be played as a 2 player game. Made up of 8 rows and 8 columns, the board is populated with pieces from both the players in turn. Each player's pieces will be of one color with the most common occurrence being black and white.
 - Technology used: JAVA, Eclipse

TRAINING

- Project based Summer Training: HCL Technologies, New Delhi, India
 - Learned to develop applications using JAVA Core.

- Duration of the training was 8 weeks and project developed was “Disease Detector”.
- Technology used: Netbeans, JAVA.
- Project based Summer Training: HCL Technologies, New Delhi, India
 - Learned to develop applications using JAVA Advance.
 - Duration of the training was 8 weeks and the project developed was “E – Shopping application”.
 - Technology used: Netbeans, JAVA.
- Attended JAVA Training at Coding Block, New Delhi, India
 - Learned about basics of Java and its functionalities.
 - Duration of the training was 3 months and the project developed was “Othello – The game”.
 - Technology used: Eclipse, JAVA.
- Attending Web Development using Ruby on Rails at Coding Ninjas, New Delhi, India.
 - Learned about Ruby.
 - Front-end languages such as HTML / CSS / Javascript and developed project ‘2048 –The Game’.
 - Duration of the training was 3 months.

ACADEMIC ACHIEVEMENTS

- **Inspire Internship Program** 2012(Innovation in Science Pursuit for Inspired Research) organised by Department of Science and Technology, Government of India during the period July 16 – 20, 2012.
- Participated in Summer **Vacation Camp** 2010 organised by National Science Centre, Delhi from May 31 – June 4, 2010.
- Participated in **Science Activity Summer Camp** jointly organised by Vigyan Prasar and National Railway Museum during the period June 6-11, 2006.
- Participated and secured second position in 4th NHS Inter School Creative Fest – 2009 “Maths Magic Activity” organised by New Horizon School, Mathura Road, New Delhi – 110013 on November 25, 2009.

TECHNICAL SKILLS

- C++, C, JAVA – Data Structure, Object Oriented Programming, Analysis and Design Algorithm; MySQL; JavaScript; HTML; CSS; LaTeX; Ruby;
- Turbo C; Turbo C++; Netbeans; Eclipse; Linux(Ubuntu 12.04, RedHat); Windows 10; Tex Maker;

WORKSHOPS

- Attended Internet of Things (IoT) workshop on March 8, 2015 organised by Indira Gandhi Delhi Technical University, New Delhi.
- Attended Android Game Development (Level 1) workshop organised by VMDD Technologies, Hackveda Appsec Labs, New Delhi from November 15 – 16, 2014.

MEMBERSHIP OF PROFESSIONAL BODIES

- Membership of IEEE, IEEE Computer Society and IEEE Women in Engineering in 2016. (Member number: 93942380)
- Membership of Association for Computing Machinery(ACM) in 2014.

LEADERSHIP EXPERIENCE AND TEAM SKILLS

- *Event Management Team Head Coordinator*
Innerve’16 – Technical Fest of IGDTUW
- *Event Management Team Head Coordinator*
Taarangana’16 – Cultural Fest of IGDTUW
- *Publicity Team Coordinator*
Tremors’15 – Technical Fest of Computer Science Department of IGDTUW