Shubham Gupta

A highly motivated and dedicated fresher with strong problem-solving skills and a solid foundation in java programming. Eager to apply technical knowledge and contribute to team success in software development or data analysis roles.

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EDUCATION

Kurukshetra University

Bachelor of Technology in Computer Science - 8.01 CGPA   August 2020 - July 2024

Bihar School Examination Board ,Patna

senior secondary school - 78%   2019 - 2020

Central Board of Secondary Education

Secondary Education - 59%   2017 - 2018

PROJECTS

E-Commerce   (09/2021 - 11/2021)
- Developed and maintained responsive front-end components for e-commerce websites using HTML5, CSS3.
- Implemented designs focused on user-friendliness and cross-browser compatibility.
- Contributed to product page layout and shopping cart implementation.
- Familiar with Flipkart e-commerce platform.

Hotel Management   (08/2022 - 11/2022)
- Developed and maintained the front-end of the hotel website using HTML, CSS, and JavaScript, focusing on user experience and responsive design.
- Implemented interactive features such as online booking room and food, reservation calendars, and image galleries.
- Ensured cross-browser compatibility and optimized website performance for improved loading times.

Food Ordering System   (03/2024 - 06/2024)
- Designed a user-friendly and responsive front-end interface for a food ordering system using HTML, CSS, and Bootstrap.
- Implemented interactive elements such as menus, search functionality, shopping carts, and order tracking.
- Ensured cross-browser compatibility and optimized the user experience for various devices.
- Developed the back-end logic for a food ordering system using PHP, handling tasks such as user authentication, menu management, order processing, payment integration, and database interaction.
- Implemented secure coding practices and optimized the system for performance and scalability.

Tic-Tac-Toe   (09/2023 - 01/2024)
- Developed a Tic-Tac-Toe game in C++ to demonstrate proficiency in object-oriented programming and algorithm design.
- Implemented game logic, including player turns, win condition checking, and input validation using data structures like arrays and vectors.

SKILLS

- Programming Languages: Java, C++,C
- Web Technologies: HTML, CSS, JavaScript
- Databases: SQL
- IDE: Eclipse, IntelliJ IDEA,Visual Studio

ADITIONAL INFORMATION

- **Languages**: English, Hindi
- **Certifications**: HackerRank (HTML/CSS), Great Learning (SQL), Udemy (Web Development)
- **Awards/Activities**: Solved 100+ questions on CodeChef, achieved a two-star rating on HackerRank problem-solving, and solved 50+ questions on   LeetCode.