

# AKASH CHOUDHARY

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## SUMMARY

Detail-oriented B.Tech student with solid knowledge of Java, DSA basics, and full-stack web technologies including JSP, Servlets, MySQL, HTML, CSS, and JavaScript. Capable of developing dynamic, database-driven applications. Quick learner with good problem-solving skills and a strong interest in backend and full-stack development. Looking for internship or fresher opportunities to enhance technical skills and contribute to meaningful projects.

## EDUCATION

<b>BACHELOR OF TECHNOLOGY IN COMPUTER SCIENCE AND ENGINEERING</b>	<b>2022 - Present</b>
Shri Vaishnav Vidyapeeth Vishwavidyalaya, Indore	CGPA-6

<b>HIGHER SECONDARY(12TH )</b>	<b>2022</b>
Govt. Higher SecondarySchool, Bambhada	MARKS:79%

<b>HIGHER SECONDARY(10TH )</b>	<b>2020</b>
Govt. Higher SecondarySchool, Bambhada	MARKS:82.80%

## SKILLS

- **Frontend**      HTML5, CSS3
- **Backend**      C, C++, Core Java, Data Structure
- **DataBase**      MySQL
- **Tools**      VS Code, NetBeans



## CERTIFICATIONS

### 1. NPTEL Online Certification – Programming in Java

Conducted by Indian Institute of Technology, Kharagpur

Gained practical experience in Java programming, object-oriented principles, collections, multithreading, and GUI development.

### 2. HackerRank Certifications:

- **HackerRank Certifications** - Demonstrated core software development skills. 
- **Java (Basic) Certificate** - Validated fundamental knowledge of Java programming. 

### 3. NPTEL Online Certification – Data Structure With Java

- Completed NPTEL Certification in Data Structures using Java, gaining strong knowledge of arrays, linked lists, stacks, queues, trees, graphs, and algorithmic problem-solving.
- strengthening skills in object-oriented programming and efficient data handling techniques.

## PROJECTS

### 1. Food Snake Game (C & Java)

- Developed a console-based classic snake game with real-time movement, food generation, and score tracking logic.
- Implemented using arrays and basic console graphics in both C and Java versions.

### 2. Tic Tac Toe Game (Java)

- Built a two-player Tic Tac Toe game using Object-Oriented Programming (OOP) principles.
- Included input validation, win/tie condition handling, and a turn-based gameplay system.

### 3. Teacher Assessment Form

- Designed a feedback system allowing students to evaluate teachers through a user-friendly form.
- Managed data using basic file handling and optional MySQL/database storage.
- Where I used html, css, javaServlet, basic javascript and mysql database.

### 4. Amazon Clone – Frontend Project (HTML, CSS)

- Created a responsive single-page Amazon-like UI using HTML and CSS.
- Focused on layout design, styling, and visual structure to mimic core components of Amazon's front-end interface.

### 5. Lost&Found Portal For Campus (Major Project)

- Built a full-stack Lost and Found Portal using JSP, Servlets, JDBC, HTML, CSS, JS, Bootstrap and MySQL featuring user login/registration, item reporting, search filters, and admin management for campus property recovery.
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