ANJALI SINGH

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EDUCATION

BANASTHALI VIDYAPITH
INFORMATION TECHNOLOGY (B. TECH III Year)
CGPA: 7.8/10.00
BANSTHALI VIDYAPITH
PCM, COMPUTER SCIENCE
- Class 12th: 89%
JAIPUR, RAJASTHAN
July, 2021 – May,2025

TECHNICAL PROJECTS

ROCK PAPER SCISSOR

- Developed a fun game using C. This game is like the real rock paper scissor. There will be three chances in a set of a game and best two will be the winner.

FLIPKART CLONE

- Designed a simple clone of Flipkart by using Cascading Style Sheets
- http://127.0.0.1:5500/flipkart.html

RESEARCH

- I am working in a team of four people on research-based project (in house project).
- The search is on analysing customer behaviour using machine learning, data mining using SPSS, Python, PHP, XAM Server, static page html.

TECHNICAL SKILLS

- LANGUAGES: C, C++, JAVA
- FRONT-END: HTML, CSS
- ADDITIONAL: DATA STRUCTURES, DBMS
- PROFSSIONAL WORKING PROFICIENCY: ENGLISH, HINDI

ABOUT

An enthusiastic third-year student who has an interest in backend, web designing, UX/UI and other fields of technology. Exploring and learning new things each and every day is what keeps my interest in this chaotic world of technologies.

INTEREST

My out of the box imagination and creativity has always instilled a keen interest in me regarding designing and other front-end areas. During covid I developed interest in reading fictional books which helped me in thinking beyond common man's imagination. Sports has always given me an adrenaline rush and table tennis and yoga has been a stress-reliever.