

ANKIT ADHYAYA SAHU

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As a dedicated and ambitious student pursuing a B.Tech Degree at C.V. Raman University, I am eager to apply my knowledge and skills in a real-world professional environment. With adaptability, teamwork, and problem-solving skills. I am seeking a placement opportunity where I can contribute to meaningful projects while gaining invaluable experience in your field.

ACADEMIC CREDENTIALS

- **B-Tech** (Computer Science and Engineering with specialization in Data Science) **C.V. RAMAN GLOBAL UNIVERSITY** (2021-2025).
 - ACADEMIC MARKS - 7.23 CGPA
(Involved in fest committee and sports committee)
- **12th , ROTARY PUBLIC SCHOOL,** (2019-2021)
 - ACADEMIC MARKS- 62%
(Involved in sports committee, participated in National Level NATIONAL CHILDREN SCIENCE CONGRESS)
- **10th , AMAR VANI CONVENT SCHOOL,** (2018).
 - ACADEMIC MARKS - 56.8%
(Involved in School sports team)

SKILLS

- **TECHNICAL SKILLS**
 - JAVA, Javascript , C++, MySQL, Python, CSS, Data Structure
- **NON-TECHNICAL SKILLS**
 - Leadership, Communication, Team Work,

PROJECTS & INTERNSHIPS

- **INTERNSHIPS**
 - Developed HOSTEL MANAGEMENT SYSTEM (SRS) project in "NALCO BHAWAN, P/1, NAYAPALLI, BHUBANESWAR" as an Intern. In which it was designed to streamline hostel administration using PHP for server side scripting, MySQL for database management, and HTML, Bootstrap and CSS for the front-end development.
 - PYTHON PROGRAMMING, in "EI Systems" AICTE internship: Designed an interactive quiz game application using Python and Thinker which enhancing user engagement through dynamic question presentation and instant feedback which helps the user enhance their knowledge and competitive skills.
- **ACADEMIC PROJECTS**
 - Developed a responsive personal portfolio using HTML, CSS, and JavaScript to showcase projects and skills.
 - Designed a Snake and Ladder game using Java which involves java implementing the game logic, creating a graphical user interface, and managing player movements and interactions on the game board.
 - Designed a Spotify clone which builds a music streaming application using Python programming language, focusing on user interface, audio streaming, and database management.

CERTIFICATIONS

- **Google UX Design**
- **Google Project Management**
- **AWS certifications on Cloud Essentials**
- **Paloalto Cyber Security Networking**
- **Machine Learning with Python**
- **Building Deep Learning Models with TensorFlow**
- **AWS certifications on Cloud Essentials**

HOBBIES & INTERESTS

- **ARTWORKs**
 - Digital Art
 - Pixel Art
- **GAMING**
 - PC Gaming and Mobile gaming
- **INTERESTS**
 - Photography & editing photos, video editing, playing volleyball, reading book, learning different languages.

LANGUAGES

- **ENGLISH**
- **HINDI**
- **ODIA**