ANSHUL SHAH

SKILLS

- ❖ Good logical thinking and problem-solving abilities.
- ❖ Good listener.
- ❖ Supportive team player.
- ❖ Skilled at PowerPoint.
- ❖ Have some knowledge about offset printing machines.

CODING LANGUAGES

- ❖ Python
- ❖ Java
- ❖ C++
- ❖ C
- ❖ Html
- ❖ Css

EDUCATION

Bright Start Fellowship International School
1st - 10th
2012 – 2022
IGCSE, English
Grade – 85.8%

Bhavani Shankar Road Junior College of Science
11th - 12th
2022 – 2024
Maharashtra state board, English
Grade – 85.17%
MHT CET Percentile – 99.10

Dwarkadas J. Sanghvi College of Engineering
SY Engineering
2024 – 2028
Mumbai University, English
Computer science and engineering (Data science)
SGPA – 9.3 (Sem 1)
SGPA – 9.14 (Sem 2)

HOBBIES

Cricket
Building Lego
Formula 1

SUMMARY

As a proactive Data Science Engineering student with a strong academic record and relevant skills, I am eager to be a part of teams that foster the development of technical knowledge and practical experience. I am committed to contributing fully to the team with diligence, dedication and determination.

CERTIFICATES

ARDUINO ROBOTICS   2020
Skilled in designing and building robotic systems using Arduino microcontrollers. Experienced with integrating components like ultrasonic sensors, servos and IR sensors for navigation and obstacle avoidance.

SCRATCH PROGRAMMING AND GAME DESIGN   2019
Designed mobile games using scratch programming.

ROBOTICS   2016
Completed three levels of robotics from irobokid.

MACHINES AND MECHANISM   2015
Completed two levels of machines and mechanisms from irobokid.

ACHIEVEMENTS

- ➢ Participated and won in various Elocution and Science fairs at school level.
- ➢ Gained appreciation for good grades in school.
- ➢ Received awards in various team sports in school.
- ➢ Part of DJS karting India as ESI and Marketing member.

PYTHON PROJECTS

- ➢ Rock, Paper, Scissor game
- ➢ Qr code generator
- ➢ Dice rolling game
- ➢ Number guessing game
- ➢ Converting text to twitter form
- ➢ Converting camel case to snake case
- ➢ Number plate validity

EXPERIENCE

Created science projects of generating electricity through windmills and solar panels, disaster management, roller coaster, etc.