ANUBHAV CHAUHAN

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Objective:

To be a part of a challenging and competitive organization that utilizes knowledge and interpersonal skills, enriching my profile with the same.

Education:

Qualification/Degree	Institution	University/Board	Year of passing
B.E. (CSE)	Chitkara School of Engineering and Technology	Chitkara University	Currently Pursuing Completion: 2020
Class XII	Shishu Niketan Public School, Chandīgarh Sector-43	CBSE	2016
Class X	Shishu Niketan Public School, Chandīgarh Sector-43	CBSE	2014

Projects:

• Games Developed | C,C++

- · Snake Game (C++), Maze Game (C++)
- \cdot These games are made without the use of Graphics and are purely made from logic, all the games are made using combinations of different Data Structures.

• Hospital Management Website(UI)

An HTML, CSS based User Interface for a Hospital Management Website.

Placement Cell Utility

A java based Placement Cell utility that enables the placement monitoring authority to filter and search among students based on required skillset, achievements, scores etc.

• Resume Builder (In Progress)

A web-application that allows its users to create and store their resumes all in one place and view different templates for their resume.

^{*}All details provided are correct till date.

CO-CURRICULAR ACTIVITIES:

- Participated in Hackathon by TopCoder at Chitkara University in 2018.
- Participated in codeathon organized by BITS pilani in 2018
- Participated in Hackathon in Annual Technical Fest Techlone at Chitkara University in 2018.
- Participated in Shot-put throwing in Annual Sports Meet held at Chitkara University in 2018.
- Volunteered for organizing Orientation Program for 2017 batch held at Chitkara University in 2017.
- Participated in PUBG and 4 side soccer in Algorithm held in Chitkara Universty in 2018

Potencies:

- High level of confidence.
- Ability to adapt any work environment.
- Ready to work smart.
- Optimistic.
- Stress Handler.
- Ready to work in a team.