

Aquib Hingwala

Student

Analytical student with experience in coding and project planning. Successfully mentored peers in team settings, enhancing problem-solving skills.

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📍 Mumbai

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EDUCATION

Bachelor in Information Technology

Rizvi College of Arts Science & Commerce

06/2022 - Present

Mumbai, India

Courses

- Developed a Tic-Tac-Toe game using Python GUI, showcasing problem-solving and programming skills.
- Attended multiple skill enhancement workshops, seminars and tech exhibitions to broaden industry knowledge and build practical skills.

HSC | Science

Mithibai College of Arts Science and Commerce

06/2020 - 05/2022

Mumbai, India

Courses

- Experienced in managing events, and communicating with seniors and teachers.
- Learnt to manage academics and work side by side.

SSC

Bombay Cambridge International

05/2015 - 07/2021

Mumbai, India

Courses

- Led a team of Students as School Captain, enhancing communication and teamwork.
- Acted as a liaison between students and faculty, improving interpersonal skills.

TECHNICAL SKILLS

HTML, CSS, and Javascript

Front-end Development

Python and C++ proficiency

Project Planning

Problem Solving

Clear articulation

Rapid adaptability

PERSONAL PROJECT

Recruitment System with Placement Probability (11/2024 - Present)

- Innovative Placement Probability Finder designed to assist students in evaluating their chances of securing placements based on academic performance, skills, and extracurricular achievements.
- The project leverages **Python-Django** for backend Development, **Integrates Machine learning (Random Forest Algorithm)** for predictive analysis.
- This tool aims to provide actionable insights and personalized recommendation to enhance students **employability** and readiness for the job market

Python-Based Graphical User Interface (GUI) Tic Tac Toe Game (05/2024)

- Framework and Design** : Developed using Python's **Tkinter** library for a responsive 3x3 grid layout, with buttons representing each cell in the game.
- Game Logic** : Implements real-time turn management, win/draw condition checks for rows, columns, and diagonals, and disables occupied cells to prevent invalid moves.
- User Interaction** : Features include color-coded player moves, restart and exit options, and dynamic result announcements for an intuitive gaming experience.

CERTIFICATION

Data Structures Government Affiliated (10/2024 - Present)

Certified Course in Python Programming [IIT Bombay] (12/2024)

Certified Course in C++ Programming [IIT Bombay] (04/2024)