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Computer Engineer(student)

**Arsh Rahman**

**Objective-**

As a diligent and aspiring Computer Engineering student, I seek to leverage my academic foundation, technical skills, and passion for innovation in a dynamic role that allows me to contribute to the field of technology.

**Education-**

Currently pursuing **Diploma in Computer Engineering** at ***[Jamia Millia Islamia] (2022) [New Delhi]***

Expected Graduation date [ **June , 2025**]

**10th , Rosemary Land School(2022)**

-Academic marks **: 77.77% ~ 8.2 CGPA**

**1st in school out of 578 students**

**Technical skills-**

* Programming languages : **C , C++ , Java** ;
* Web technologies : **HTML , CSS , Javascript ;**
* Database management **: MySQL , SQL ;**
* Operating systems **: Windows , Linux ;**
* Software development **: Git , Visual studio code ;**
* Hardware : Basic knowledge of computer hardware;

**Projects-**

1. **Student Information system**

* Developed a web-based system using HTML , CSS , JavaScript and SQL for efficient management of student records.

**Internship Experience-**

**Intern remotely at codsoft, I successfully tackled three engaging tasks that enhanced my c++ , programming skills;**

1. **Number Guessing Game :** developed a console-based game , showcasing my proficiency in c++ and algorithmic thinking . Ensured a seamless user experience with interactive features.
2. **Simple Calculator** : implemented a basic calculator application in c++ , Handled mathematical operation and user inputes efficiently.
3. **Tic Tac Toe Game** : designed and console-based tic tac toe game using c++ , incorporating objects-oriented programming principles. Ensured an engaging gaming experience through effective game logic and user interface.