# JISHAN AKHTAR

## SOFTWARE ENGINEER

## PERSONAL PROFILE

B.Tech Computer Science. Full Stack Software Engineer. Expert in "C++", "Python", "Django" and "Data Structure and Algorithm. Possess Excellent Problem-Solving and Communication Skills.

# **TECHNICAL SKILLS**

C & C++ Proficiency Data Structure & Algorithm Python & Django

Front-End Skills: HTML, CSS

Javascript MySql

Object-Oriented Programming
Database Management Systems

Cloud Computing

AI & ML Postman

## **CONTACT INFO**

Address: RK Hegde Nagar, Bangalore,

Karnataka, 560077 Phone: +918583800549

Email: jishanakhtar0786@gmail.com GitHub: https://github.com/lam-jishan

LinkedIn:

http://www.linkedin.com/in/jishanakhtar0786

## **PROBLEM SOLVING**

#### CODECHEF 2 STAR RATING:

https://www.codechef.com/users/jishanakhtar07

Problem Solving in LeetCode.

HACKERRANK 5 Star in problem solving

300+ DSA questions solve in

GeeksForGeeks:

# **PROJECTS**

## **Sorting Visualization:**

Url:\_https://iam-jishan.github.io/SortingVisualization/

- . It has all the features like column increase, number changing, speed control, order system.
- . It also uses different sorting like Bubble sort, Heap sort, Insertion sort, Selection sort.

## Track Location any Mobile Number:

Url: https://github.com/lam-jishan/TrackLocation

- Track Location any Country Mobile Number
- Just Put The Number, Then Can see Country Name, Sim Name, Address
- Using Python and Django
- HTML, CSS

### Develop a Basic snake Game:

#### Url: https://iam-jishan.github.io/Snake-Game/

- It has all the features like play games, storing High Score the game.
- Also, When Score is increase then Snake Speed is also increased.

#### **EDUCATION**

## **CAMELLIA INSTITUTE OF TECHNOLOGY**

COMPUTER SCIENCE & ENGINEERING | AUG 2019 - JULY 2023

Bachelor Of Technology (CSE)

Specialised in software engineering and DS & ALGO

Graduated CGPA: 8.6 Out of 10

Graduate: 2023

## Web Development & designing Course

Web development course at UDEMY .

https://auth.geeksforgeeks.org/user/jishanakhtar/pra ctice