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EDUCATIONAL QUALIFICATIONS

YEAR	DEGREE	SCHOOL /INSTITUTE	UNIVERSITY	% /CGPA
2020	B.tech (ECE)	CHANDIGARH ENGINEERING COLLEGE	PUNJAB TECHNICAL UNIVERSITY	65%
2014	10+2	KOSHI COLLEGE	BSEB	57.2%
2011	10th	SL DAV PUBLIC SCHOOL	CBSE	7.6(CGPA)

ACADEMIC ACHIEVMENTS

- Organised entrepreneurship events in college.
- Third Position in “The Clairvozsants” organized by MEC club in tech fest.
- Third position in “Brain Teaser – An Inter Quiz, organized by MEC Club.
- Participated in “Student parliament” organized by ECE department.
- Participated in “Math’s Olympiad” in 2012..

OBJECTIVES

- Self-motivated, highly passionate and hardworking fresher looking for an opportunity to work in a challenging organization to utilize my skills and knowledge to work for the growth of the organisation.
- In search of an opportunity to gain new experience and improve my skills to learn and contribute to the growth of the company.
- To secure employment with a reputable organisation to fully utilize my training and interpersonal skills to help contribute to the profit of the company and expand my knowledge

SOFTWARE COMPETENCIES

- **Operating system:** Window XP, Window 7, 8 & 10
- **Technical skills:** HTML5, CSS, Basic C++, Basic javascript, Basic GitHub

PROJECTS UNDERTAKEN

1. Project Name: Sorting of bottles on the basis of their size and quantity	
Environment	PLC AND SCADA (SOFTWARE)
Project Description:	<ul style="list-style-type: none">• It is mainly used for industrial purpose.• MNC’s & Large scale companies this techniues.• Because of this, empty bottles and bottles of different size can be sorted using the sensor placed in microcontroller.

2. Project Name: KBC Games	
Environment	Windows 10,Turbo C++
Language	C++
Project Description	<p>It is a game which has multiple choice questions.</p> <ul style="list-style-type: none"> • It has different prize money according to the number of correct answers given by the player. • Difficulty level of the question goes on increasing with the correct response

3. Project name	SOMPRO
Language	IOT
Description	<ul style="list-style-type: none"> • The objective of this project is to indicate the moisture, pH and water level in the soil. • Presence of soil organisms like rodents is also detected by this project.
Role	DEVELOPER

EXPERIENTIAL LEARNING/ INDUSTRIAL TRAINING

- **Organisation: BROADINFO CORPORATION, NOIDA**
Duration: 5 months
Experiential Learning:
 - Software training
- **Organisation: EME TECHNOLOGIES, MOHALI**
Duration: 6 months
Experiential Learning:
 - Learned about PLC programming.
 - Learned about SCADA software working & its importance.
 - And designed a project using PLC & SCADA used for industrial purpose.
- **Organisation: BSNL**
Duration: 6 weeks
Experiential Learning:
 - Learned about setting up dial connection setup and broadband.
 - Learned about establishing wifi connection and modem connection in PC

INTERPERSONAL SKILLS

- Ability to listen someone and then giving ideas to him/her.
- Ability to communicate with people in a confident way.
- Ability to handle the problems with positive attitude and in less time.
- Good presentation skills.
- Ability to work in a team and set up trust.
- Ability to satisfy others with my hard working jobs.

EXTRA-CURRICULAR ACTIVITIES

- Actively participated in programming events in college.
- Organised many tech fest in college.
- Selected as the Discipline Head Boy in school.
- Coordinator in college fest.

PERSONAL INFORMATION

Date of Birth : 13 Feb 1995

Language Proficiency: : English, Hindi

DECLARATION

I do hereby declare that the above information is true to the best of my knowledge.

Navneet Kumar