GAUTAM PALIWAL

Computer Engineering Student

@ gau7049@gmail.com 📞 79-8431-3791 📍 Ahmedabad, Gujarat - India in www.linkedin.com/in/gautam-paliwal

EXPERIENCE

Web Developer

Qspiders

📅 July 2023 – Aug 2023 📍 Ahmedabad,India

- Completed a well 15-day internship, learn about MySQL Queries, HTML, CSS, JavaScript, OOP concepts, and software testing.
- Collaborated on a project, applying skills to real-world scenarios and enhancing practical proficiency.
- Executed basics SQL techniques, designed engaging web interfaces and embraced OOP principles.

ACHIEVEMENTS

- Solved over **240+ DSA** Questions using C++ on Leetcode.
- Completed a 10-day JavaScript challenge on HackerRank, achieving a 5-star rating in JavaScript proficiency.
- Runner-up in the sports day competition at school.

TECHNICAL SKILLS

- C, **C++**, CSS, JavaScript
- MySQL, Java, HTML, Python

PERSONAL SKILLS

- Emotionally Intelligence.
- Ability to work under pressure.
- Comfortable Working Independently.
- Ability to take initiative to solve problems.

HOBBIES

- Chess.
- Listening Music.

EDUCATION

B.Tech. (CE)

Ahmedabad Institute of Technology

📅 2020 – Present

Higher Secondary

Gujarat Secondary and Higher Secondary Education Board

📅 2020

Secondary

Gujarat Secondary and Higher Secondary Education Board

📅 2018

PROJECTS

Animated Pure Animal Site

- I created a responsive animal site in which I worked on animation techniques such as GSAP(GreenSock Animation Platform) JS. In this site, I describe the pure relationship between human nature and animals. I also emphasize how we should take care of animals and show our care for them. In the end, I faced difficulties when it came to responsiveness, but I managed anyway.

Bubble Game

- I developed a bubble game using HTML, CSS, JavaScript in which the user has to find target numbers within a set of options within a 60-second timeframe. When the user clicks on the correct number, both the target and score are updated. Clicking on the wrong number updates the target, adding an element of difficulty and making the game more challenging, as the sequence changes with each click. Finally, the user's score is displayed at the end..

Movie Guessing Game Using C++

- Designed a console-based movie guessing game. Implemented a mechanism where one user inputs a movie name, and the name is concealed from another user who guesses the movie. Incorporated a limited number of chances for guessing, providing feedback on correct and incorrect character predictions.