

# Kartik Singh Bisht

kartiksinghbisht1@gmail.com  
+919351972847

## EDUCATION

### COLLEGE OF ENGINEERING ROORKEE

B.TECH IN COMPUTER SCIENCE  
Aug 2024 | Roorkee, India

### EURO INTERNATIONAL SCHOOL

INTERMEDIATE  
April 2019 | Harayana, India  
Percentage: 89.6

### ROCKFIELD PUBLIC SCHOOL HIGH SCHOOL

April 2017 | Delhi, India  
Percentage: 80

## LINKS

Leetcode:// [kartik001](#)  
GeeksForGeeks:// [kartiksinghbisht1](#)  
Github:// [kartik](#)  
LinkedIn:// [kartik](#)

## COURSEWORK

### UNDERGRADUATE

Data Structures and Algorithms  
Object Oriented Programming System  
Computer Networks  
Operating Systems  
Database Management System  
Software Engineering

## SKILLS

### PROGRAMMING

• C++ • C • Python • Java(basics)

### DEVELOPMENT

• NextJS • ReactJS • HTML • CSS  
• JavaScript • Node.js • Express.js • Flask  
• Pandas • Numpy • Bootstrap • Tailwind

### DATABASES

• MySQL • MongoDB

## LICENSES AND CERTIFICATIONS

### HACKERRANK | PROBLEM SOLVING(BASIC)

June 2021

### ENGINEERCORE | JAVA PROGRAMMING

May 2021 – June 2021

### CODECHEF | SNACKDOWN 2021

October 2021

### COURSERA | GRAMMAR AND PUNCTUATION

June 2021 – July 2021

## PROJECTS

### PONG GAME

- Pong game using Pygame module which has features like Data storage, Multiple background themes, Tutorial page.
- Single as well as multiplayer players performance bar graph
- Technologies used Python, Flask, Pandas, Charj.js, CSV, HTML and CSS.

### PATHFINDER VISUALIZER |

- Given the Start and Destination node it will show the most optimised path.
- Use of Dijkstra's Algorithm in path finding.
- Features added like wall(Blocked node), Intermediatery node and Cool Animation.
- Technologies used HTML, CSS, JavaScript and ReactJS.
- Project:// [Pathfinder Visualizer](#)

## ACHIEVEMENTS

### ACADEMIC

- Solved **150+** questions on Leetcode, GeeksForGeeks
- Solved **+120** questions on CodeChef