

# RAJAT SINGH

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## OBJECTIVE

To utilize my technical skills for achieving the target and developing the best performance in the organization. I would like to implement my innovative ideas, skills and creativity for accomplishing the projects.

## EDUCATION

B.TECH	2015-2019	Indraprastha Engineering College	70.7%
CBSE 12 <sup>TH</sup>	2015	Greenfields Public School	84.2%
CBSE 10 <sup>TH</sup>	2013	Greenfields Public School	8.8 CGPA

## ACADEMIC PROJECTS

### ✧ *FACILE BOT*

*December 2018*

This is a bot that can move on water as well as on land surface. It is based on controlling the bot via internet which would enable long distance communication. It shows how to control robot controlled car using Wi-Fi module through android application or through internet.

### ✧ *SNAKE GAME*

*March 2019*

This is a simple classic 8-bit snake game created using HTML5 Canvas and JavaScript. The important thing to know before starting is that our snake is formed by a chain of elements (squares) and that the illusion of movement is created by moving the last square of the snake body to the front of it.

### ✧ *PORTFOLIO WEBSITE*

*July 2019*

My own portfolio website, I developed using Html5, Css3, Bootstrap and JavaScript. And it is deployed using GH pages.

### ✧ *BLUETOOTH CONTROLLED ROBOT*

*May 2018*

It is a robot which controlled by an android phone, in this instruction are given to the bot by Bluetooth module HC-05 and accidents are minimized by adding IR-Sensors.

## COURSES

- JAVA - StuCorner TRAINING INSTITUTE
- INTERNET OF THINGS - CROMA CAMPUS
- WEB DEVELOPMENT - CODING BLOCKS

## SKILLS

Tools	WebStorm, Sublime, Arduino IDE, Fusion 360
Relevant Skills	Internet of Things, HTML, CSS, Bootstrap
Languages	Java and C++

## HOBBIES

- Playing Cricket & Football
- Travelling and Drawing