CURRICULAM VITAE

Kajal Sinha

Mob: +91-8791859079

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Career Objective:

I am seeking for a position where I could utilize and enhance my knowledge and skills for the growth of organization.

Internship:

Completed Internship in 'PHP Technology' from **HCL CDC (DELHI) in GRADE "A"** and making a useful **ONLINE HOUSE RENTING PROJECT.**

Technical Profile:

Operating System	Windows 7 and Windows 10.
Programming Languages	Core Java, C Programming, Python
Database	MY SQL.
Web technology	HTML, XML, CSS

Hobbies and Interests: Cooking, Travelling.

STRENGTH: Leadership, Flexibility, Logical Thinking and Decision Maker.

PROJECT-PROFILES:

MAJOR PROJECT:

Project Name: ONLINE HOUSE RENTING
Language: PHP, CSS, JAVASCRIPT, SQL SERVER, Html5
Role: Group leader (Database Administrator, designer and coder).
Description: This project provides facility to find the home in new places as per their requirements and the vendors gives their homes according to their terms and conditions.

MINI PROJECTS:

Project 1:

Project Name: Rock paper seasor
Language: Both in c as well as in java
Description: user plays this game with computer, in which computer generates randomly and user has to select rock, paper or seasor, Rock paper scissors is a hand game usually played between two people, in which each player simultaneously forms one of three shapes with an outstretched hand. These shapes are "rock", "paper", and "scissors".

Project 2:

Project Name: Guessing Number game
Language: Both in C and JAVA
Description: Firstly, user will choose the number of digits for which he wants to guess the number. Computer will generate random number of digits entered by user and user will get 3 attempts to guess the number if user succeeds, user will get into the 2nd level or else user will choose to quit or play again.

Similarly, in the 2nd level user perform the same operation as of level 1 but the only difference is, in each attempt computer will generate different random numbers.

Project 3:

Project Name: Snake game
Language: Both in C and JAVA
Description: The player controls a dot, square, or object on a bordered plane. As it moves forward, it leaves a trail behind, resembling a moving snake. In some games, the end of the trail is in a fixed position, so the snake continually gets longer as it moves. In another common scheme, the snake has a specific length, so there is a moving tail a fixed number of units away from the head. The player loses when the snake runs into the screen border, a trail or other obstacle, or itself.

Personal Details:

- **Name:** Kajal Sinha.
- **Father's Name:** Manoj Sinha.
- **Mother's Name:** Savitri Sinha.
- **Highest Education:** B. Tech (Computer Science).
- **Name and Location:** JP Institute of Engineering and Technology, Meerut, UP.
- **Date of Birth:** 29/09/1996.
- **Email ID:** kajal0829sinha@gmail.com.
- **Address:** Vikash Nagar, Ramgarh Cantt, Ramgarh, Jharkhand, pin-829122, India**.**
- **Contact Numbers:** +91-8791859079
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Declaration:

I hereby declare that the above-mentioned details are true to the best of my knowledge and belief.

Place: Ramgarh, Jharkhand, India   Kajal Sinha

Date: 16/01/2021   **Signature**